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Battle Staff Training System (BSTS) Glossary

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<p>14. ABSTRACT (Maximum 200 words):</p> <p>This report comprises a glossary of terms as used in development of the Battalion and Brigade Battle Staff Training System (BSTS). BSTS, functional area training packages for staff officers, is a combination of text and computer-based instruction (CBI). Sponsored by the Defense Advanced Research Projects Agency (DARPA), the BSTS was developed for use by the U.S. Army National Guard (ARNG). The prototype BSTS comprised 13 courses for training brigade staff officers in individual functional areas and those tasks required to prepare staffs for collective battle staff tasks. The glossary presents the working definitions of terms used in these programs.</p> <p>The BSTS program, sponsored under the DARPA program umbrella of Simulation in Training for Advanced Readiness (SIMITAR), is coordinated with three other programs: Simulation-Based Mounted Brigade Training Program (SIMBART), Simulation-Based Multiechelon Training for Armor Units (SIMUTA), and Combat Service Support (CSS) Training System Development for the National Guard.</p>				
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FOREWORD

The U.S. Army Research Institute for the Behavioral and Social Sciences (ARI) Infantry Forces Research Unit's long-term research on leader training has provided several initiatives designed to improve individual staff officer functional area training. One of the recent efforts, the Battle Staff Training System (BSTS), sponsored by the Defense Advanced Research Projects Agency, resulted in prototype training programs for Army National Guard battalion and brigade staff officers. BSTS is a combination of computer-based instruction and text-based supporting materials, designed to be used as self-paced instruction.

This report, a byproduct of BSTS research, provides a detailed description of the Environment for Multi-Media Interactive Instruction (EMMii) training management system used in the BSTS. The EMMii user guide document describes functions and capabilities of the database. The guide is provided as part of new equipment training for units receiving the BSTS.

The BSTS has been demonstrated and briefed to personnel throughout the military training community, and the prototype systems are being adapted for use in the Force XXI Training Program. Additional work is being undertaken for the Joint Readiness Training Center, and interest has been expressed by numerous schools and National Guard units.

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BATTLE STAFF TRAINING SYSTEM GLOSSARY

The Army Research Institute (ARI) Infantry Forces Research Unit has over the past several years conducted a program of research designed to improve training and performance for battalion and brigade staff officers. The prototype programs, Battalion-Battle Staff Training System (BN-BSTS) and Brigade-Battle Staff Training System (BDE-BSTS) were conducted under the sponsorship of the Defense Advanced Research Projects Agency (DARPA), with the majority of the work being performed by BDM, Federal, Inc.

The BSTS was designed to address identified deficiencies in staff functional area training for maneuver battalion and brigade staff officers. Recognizing that the need for such training was especially critical for the Reserve Component, DARPA and the U.S. Army National Guard (ARNG) supported the development of the prototype BSTS for experimental application by the ARNG. BSTS is part of the Simulation in Training for Advanced Readiness (SIMITAR) advanced technology demonstration.

The BSTS are parallel sets of thirteen doctrinally-based training packages for staff officers, a mixture of text and computer-based instruction. The training includes interactive software and paper-based materials for the Executive Officer (XO), S1/Chaplain, S2, S3, S3-Air, S4, S5 Civil Military Officer, Fire Support Officer, Signal Officer, Chemical Officer, Engineer, and Air Defense Artillery Officer. The Common Core Course, at both battalion and brigade, provides information used by all staff officers. Battalion and brigade BSTS courses are similar, but tailored to the respective levels.

The BSTS programs were designed to be run on a 486 PC, in a Windows environment, with CD ROM. The programs also include training management software and introductory tutorials. Each course module provides core material necessary for the officer to function in the assigned staff position. There are diagnostic pretests, practical exercises, within topic quizzes, and a final examination to measure progress and provide feedback. Also available are help screens, and an on-line glossary. The BSTS allows the

staff officer to train at his own pace at home, in the unit, or at the armory.

The BSTS incorporates, as a part of the training system, an on-line glossary which a student can access at any time during instruction. The glossary includes acronyms and dictionary definitions, as well as working definitions of the terms used in the BSTS. Within the system, hypertext capability provides branching and cross references to facilitate and enhance learning.

The attached document, Battlestaff Training System Glossary, incorporates the definitions and terms used in the BSTS. It is not intended to be an all inclusive dictionary or glossary but contains material relevant to the contents of the battle staff systems. The glossary is in no way intended to replace any formal Army publications or regulations. This Glossary does, however, provide a useful compendium of doctrinally correct material, locating within one source document a number of terms useful to a staff officer.

Appendix A

Research Product

Battle Staff Training System (BSTS): Glossary



1 July, 1996



**U.S. Army Research Institute
Infantry Forces Research Unit**

GLOSSARY AND BRANCHING

A

abatis - A vehicular obstacle constructed by felling trees 1-2 meters above the ground on both sides of a road so that they fall, interlocked, toward the expected direction of enemy approach. The trees should remain attached to the stumps, be at a 45-degree angle to the roadway, and the obstacle itself should be at least 75 meters in depth to be most effective.

acceptability analysis - Analysis conducted during the initial stages of course of action development comparing acceptable risks against the desired outcome of the higher commander's intent.

accompanying supplies - All classes of supplies carried by units and individual soldiers during deployment to, and redeployment from an objective area or training exercise area.

acknowledge - A directive from the originator of a communication requiring the addressee(s) to advise the originator that his communication has been received and understood.

acknowledgement - A message from the addressee informing the originator that his communication has been received and is understood.

active air defense - Direct defensive action taken to destroy attacking enemy aircraft or missiles or to nullify or reduce the effectiveness of such an attack. It includes such measures as use of aircraft, interceptor missiles, air defense artillery, non-air defense weapons in an air defense role, and counter-counter measures.

add - In artillery and naval gunfire support, a correction used by an observer/spotter to indicate that an increase in range along a spotting line is desired.

adjutant - Latin "to assist". 16th Century military term for a junior officer selected for his intelligence and military knowledge to assist the commander by performing administrative functions. Modern adjutant includes the duties of personnel officer or S1 on battalion or brigade staff.

adjutant general (AG) - Provides staff supervision over all personnel units within a division, and performs all personnel actions. Works under the supervision of the division G1.

administrative and logistics (admin/log) operations center (ALOC) - The hub of all combat service support for a battalion. Manned by the S1 and S4. Co-located at the combat trains. Central to the logistics "battle" in the battalion area, generally located no further than 1500 meters from the Tactical Operations Center.

administrative/logistics (A/L) net - A tactical communications net, controlled by the combat trains command post, used to communicate the administrative and logistical requirements of the task force.

administrative/logistics (A/L) order - An order that provides the commander's plan for administrative and logistical support for an operation.

advanced group of a force (ADVON) - 1. An advance party or advance guard of a large formation of combat forces moving to a forward operating base to facilitate operations into a lodgement. 2. A security element inserted into a lodgement to secure it and establish security for follow-on forces. See *advance guard*.

advance guard - The security element operating to the front of a moving force. See also *security operations*.

advance to contact - See *movement to contact*.

advanced trauma life saving (ATLS) - A medical training and treatment program designed to give life saving emergency medical care to wounded soldiers on the battlefield. Is similar to the same training emergency room and trauma center doctors receive in civilian medical centers.

aerial fire support officer (AFSO) - The person who performs navigation assistance, tactical coordination with the supported element and digital communication with the artillery units.

after action review (AAR) - A review of a training event or combat action designed to provide feedback to discuss important lessons learned.

agility - Ability of a force to act faster than the enemy.

air and naval gunfire liaison company (ANGLICO) - The naval unit that provides ground control and divisional level and below liaison for the employment of naval gunfire and USN and USMC air support.

air area of interest - Area that can be covered by enemy aircraft that can affect friendly operations; normally, much larger than the ground AI because of the great distances enemy aircraft can cover. See Area of Interest.

air area of operations - The third dimension of the battlefield; operating ceiling for aircraft; identical to ground area of operations. See Area of Operations.

air assault - Operations in which air assault forces (combat, combat support (CS), and combat service support (CSS)), using the firepower, mobility, and total integration of helicopter assets in their ground or air roles, maneuver on the battlefield under the control of the ground or air maneuver commander to engage and destroy enemy forces.

air assault command net - A FM ground-to-ground net that is normally secure. It is used by the AATFC to communicate with his subordinate commanders.

air assault task force commander (AATFC) - The AATFC commands an air assault operation and is responsible for all planning and execution. He controls all units, assigned, attached, or under operational control to the AATF. The AATFC establishes mission priorities for those units placed in direct or general support of the AATF.

air battle net (ABN) - A UHF net for air-to-air command communications between all aviation commanders. All aviation elements monitor this net and receive instructions from the AMC or AATFC, when he is airborne. If a dedicated ABN is not listed in signal operating instructions (SOI), the lift company UHF command frequency is used.

airborne battlefield command and control center (ABCCC) - The ABCCC is the airborne equivalent of the TACC. It can extend the range and increase the flexibility of the TACC. It can, for limited periods, function as the TACC or air support operations center (ASOC). Its primary function is to coordinate and control forward deployed aircraft engaged in operations over the battlefield.

airborne command post - A suitably equipped aircraft used by the commander for the control of his forces.

airborne elements of the tactical air control system (AETACS) - Element made up of the airborne warning and control system (AWACS) and the airborne battlefield command control center (ABCCC). The AETACS is part of the battlefield control element (BCE).

airborne force - A force composed of ground and air units organized, equipped, and trained for primary delivery by airdrop into an area. Airlanded techniques may also be employed.

airborne operation - An operation involving the movement of combat forces and their logistic support into an objective area by air.

airborne warning and control system (AWACS) - The AWACS is the airborne equivalent of the control and reporting center. AWACS gives the Air Force a highly mobile, globally deployable capability to provide early warning, coordination, control, navigational assistance, and air rescue direction. Its systems exceed the range beyond the forward line of troops (FLOT). The AWACS is capable of replacing or supplementing the control and reporting center, and may, for periods of short duration, serve as the TACC.

air component commander (ACC) - The air component commander is the person who commands all the assigned air forces, acts as the theater central authority for air defense and airspace control and conducts air operations based on strategic guidance from the joint forces commander. He performs air missions based on the apportionment decision of the JFC.

air control point (ACP) - An easily identifiable point on the terrain or an electronic navigational aid used to provide necessary control during air movement. ACPs are generally designated at each point where the flight route makes a definite change in direction and any other point deemed necessary for timing or control of the operation. See *communications checkpoint (CCP)*.

air corridor - A restricted air route of travel specified for use by friendly aircraft and established to prevent friendly aircraft from being fired on by friendly forces.

air interdiction - Operations undertaken to destroy, neutralize, or delay the enemy's military potential before it can be engaged against friendly forces. The effects of air interdiction are not immediately apparent. A sustained and coordinated effort is needed

to have significant impact on the enemy's forces and his ability to fight.

air defense - All measures designed to nullify or reduce the effectiveness of an enemy attack by aircraft or guided missiles in flight. See *active air defense*; *passive air defense*.

air defense artillery officer (ADAO) - The air defense artillery officer attached to a maneuver battalion responsible for the employment and planning of air defense assets.

air defense warnings - A degree of air raid probability according to the three established codes.

YELLOW. Air attack probable. Hostile aircraft and/or missiles are enroute toward an area.

RED. Air attack imminent or in progress. Hostile aircraft and/or missiles are within or are in the immediate vicinity of an area with high probability of entering the area.

WHITE. Air attack not probable. May be declared before or after YELLOW or RED.

air defense weapons control status - The degree of fire control imposed upon Army units having assigned, attached, or organic air defense weapons. Weapons control status terms normally used are:

Weapons Free. Weapons may be fired at any aircraft not positively identified as friendly. This is the least restrictive of the weapons controls.

Weapons Tight. Weapons may be fired ONLY at aircraft positively identified as hostile according to the prevailing hostile criteria.

Weapons Hold. Weapons are NOT TO BE FIRED except in self-defense.

airdrop - The unloading of personnel or material from aircraft in flight. See *air movement phase*.

airhead - 1. A designated area in a hostile or threatened territory which, when secured, permits the delivery (airdropped or airlanded) of forces and supplies and provides maneuver space for operations.

Normally it is the area seized in the assault phase of an airborne or air assault operation. 2. A designated location in an area of

operations used as a base for supply and evacuation by air. See *beachhead; bridgehead*.

airhead line - A line described or portrayed in an operation order (OPORD) which marks the outside limit of that part of the airhead to be denied to the enemy.

air interdiction - Air operations conducted to destroy, neutralize, or delay the enemy's military potential before it can be brought to bear effectively against friendly forces. It is conducted at such distance from friendly forces that detailed integration of each air mission with the fire and movement of friendly forces is not required.

AirLand Battle - Army doctrine from 1982 to 1993 recognizing an increased level of worldwide commitment and interservice integration. Introduced as "air-land battle" in 1976, AirLand Battle doctrine emphasizes operational depth and maneuver to formulate a more fluid battlefield. The simultaneous operations throughout the depth of the battlefield provides an increased focus on operational art.

airlanded - Personnel and material moved by air and disembarked, or unloaded, after the aircraft has landed, or while a helicopter is hovering.

air liaison officer (ALO) - The senior Air Force officer at each tactical air control party (TACP). Advises the Army commander and staff on the capabilities, limitations, and employment of tactical air operations. He operates the Air Force request net. He coordinates close air support (CAS) missions with the fire support element (FSE), and assists in planning the simultaneous employment of air and surface fires. He supervises forward air controllers (FACs) and will assist the fire support team (FIST) in directing airstrikes in the absence of a FAC. See *tactical air control party (TACP)*.

airlift control center (ALCC) - Within the tactical airspace control center (TACC) exists the airlift control center (ALCC). As the TACC allocates air missions and publishes an air tasking order (ATO) and airspace coordination order (ACO), the ALCC allocates airlift missions and publishes an airlift tasking order. The ALCC closely coordinates its missions with the airspace control center (ACC).

air loading plan - The loading plan is based on the air movement plan. It ensures that troops, equipment, and supplies are loaded

on the correct aircraft, in the correct sequence. Unit integrity is the key to a successful loading plan, and to the ground tactical plan.

air load table - Company and lower levels will develop an air load table that assigns chalk personnel by name to aircraft. The air load table is an accountability tool and a manifest for the flight. The table can be written on a piece of paper by each squad or team leader. This table must be turned in to a designated person staying behind, or between aircraft commanders.

air maneuver forces - Combat aviation units that operate in the ground environment. They engage targets by fire from covered and concealed positions. Their operations are similar to ground combat operations in that they tailor their movement to the terrain and use suppressive fires. These units are integrated into the tactical plan of the ground force commander. They can control terrain by denying the enemy its use by direct aerial fire for limited periods of time. *See combat maneuver forces.*

air mission briefing - The air mission briefing is the last coordination effort prior to performance of the air assault. It will have key personnel in attendance (AATFC, company commanders, AMC, AAMC, LAMC (lift air mission commander), SAMC (support air mission commander), S2, S3, S3 Air, FSO, ADAO, ALO, FAC, S4, and Signal officer), and the details of each of the five plans are finalized. The briefing covers the detail of the five plans, from the staging plan, through the ground tactical plan.

air mission commander (AMC) - The air mission commander is designated by the aviation brigade commander. The AMC is subordinate to the AATF. He controls all Army aviation assets in support of the AATF. Also serves as the AATFC's advisor on aviation matters, and provides assistance in planning the air assault operation.

air movement operations - Using airlift assets, primarily helicopters, to move combat, combat support (CS), and combat service support (CSS) forces and/or equipment whose primary purpose is not to engage and destroy enemy forces.

air movement phase - The phase of an airborne, air assault, or air movement operation which begins with the takeoff of loaded aircraft from departure areas, and ends with the delivery of units to their drop zones (DZs) or landing zones (LZs).

air movement plan - A plan prepared jointly by the ground and airlift units. The plan covers the phase of an airborne, air assault, or air movement operation from the time units have loaded aircraft until they arrive in the objective area. The schedule indicates loading times at specific departure airfields or pickup zones and includes takeoff time, flight routes, order of flight, and arrival time over drop zones (DZs) or landing zones (LZs). It is published usually as an annex to the operation plan (OPLAN). See *ground tactical plan; landing plan; marshaling plan*.

air movement tables - Air movement tables must include aircraft allocations, number and type of aircraft in each serial, and specified departure points, routes to and from PZs, PZ times, lift off, and LZ landing times. Aircraft load limitations (ACL) based on aircraft type and air density at altitude must also be listed. Air movement tables must account for all personnel and equipment to be lifted in the movement phase, check that each aircraft is fully loaded, and correctly positioned in the flight. All aircraft must be directed to a primary and alternate PZ and LZ, and they must be scheduled for and directed to refueling and rearming, if necessary.

It should also show a bump plan.

air operations center (AOC) - The senior air operations element in the theater TACS performing centralized planning, directing, controlling, and coordinating of air operations for the joint force commander (JFC). If the area air defense commander (AADC) is from the USAF or USN, this agency is called the air operations center (AOC). If the AADC is from the USMC, the tactical air command center (TACC) conducts the joint air defense activities.

airspace control authority (ACA) - The joint force air component commander (JFACC). Responsibilities include coordinating, integrating, and regulating the use of the airspace control area. The ACA establishes an airspace control system that provides for integration of the airspace control system with that of the host nation, and coordinates and deconflicts user requirements.

airspace control center (ACC) - the element in the TACC that coordinates and integrates the use of airspace in a combat area. Coordinates airspace utilization by other service air traffic control agencies.

airspace coordination area (ACA) - A block of airspace in the target area in which friendly aircraft are reasonably safe from friendly surface fires. It may occasionally be a formal measure (a three-dimensional box in the sky). More often, it is informal. The purpose of the ACA is to allow the simultaneous attack of

targets near each other by multiple fire support means, one of which normally is air. Formal ACAs are usually established by a separate brigade or higher level command. Informal ACAs may be established as low as the task force (TF) level.

airspace management liaison section (AMLS) - An element found throughout the TACS manned by Army personnel, personnel of other services, and from Allied nations when appropriate. The AMLS coordinates for operational airspace for ground commanders, and requests the establishment of special procedures and restrictions for airspace. This section also helps the ACC coordinate and integrate air operations and air defense early warning.

air strike - an attack on specific objectives by fighter, bomber, or attack aircraft.

air support - All forms of support given by air forces to forces on land or sea.

Air Support Operations Center (ASOC) - The ASOC receives and processes all requests for joint air support. Each committed corps will have an ASOC element, which is made up of both Army and Air Force personnel. The ASOC plans and coordinates close air support, air movement, and air traffic control support for other services. The corps tactical air control party and all other tactical air control parties of division down to battalion level are subordinate to the ASOC.

air transportable unit - Those units, other than airborne, whose equipment is adapted for air movement.

allocation (tactical air support resources) - The translation by the tactical air control center (TACC) of the apportionment decision into total numbers of sorties by aircraft type available for each operation or task. See *apportionment; tactical air operations*.

allocation (nuclear) - The specific numbers and types of nuclear weapons allocated to a commander for a stated period of time as a planning factor only.

allocation of forces - Designation of specific units and other resources to subordinate commands to carry out a given tactical scheme. Designation may include assignment, attachment, operational control (OPCON), or direct support (DS), direct support reinforcing, and general support (GS).

alternate command post (CP) - A secondary HQ designated by a commander to assume CP functions in the event the primary CP becomes inoperative. It may be partially or fully equipped and manned, or it may be the CP of a subordinate unit. *See command post (CP).*

alternate position - The position given to a weapon, unit, or individual to be occupied when the primary position becomes untenable or unsuitable for carrying out its task. The alternate position is located so that the individual can continue to fulfill his original task. *See primary position; successive position; supplementary positions.*

ambush - A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.

ammunition supply point (ASP) - A forward location where ammunition is distributed to using units on an area basis, or distributed by a using unit to individuals or subordinate units.

ammunition transfer point (ATP) - A point established in the brigade support area (BSA) to reduce the travel distances of resupply vehicles. Initial stockage for each brigade ATP is positioned on corps support command (COSCOM) stake and Platform (S&P) semitrailers, and consists of high volume/high tonnage items as determined by the division ammunition officer (DAO) and the division commander.

amphibious operation - An attack launched from the sea by naval and landing forces embarked in ships or craft involving a landing on a hostile shore.

annex - An attachment to an operation order, covering one aspect of the operation, used to keep the basic order short.

antipersonnel improved conventional munitions (APICM) - An artillery shell filled with small antipersonnel submunitions. These submunitions are ejected from the base of the round along its trajectory. Each submunition has a five meter bursting radius.

antipersonnel and/or antimaterial munitions (APAM) - The submunition contained in the ATACM missile. Each warhead carries 950 M74 dual purpose antipersonnel/antimaterial bomblets.

anti-tank ditch - Obstacle that is used to impede the advance of tanks. The anti-tank ditch is 3-4 meters wide with a cut or vertical wall of 1.5 meters or higher.

apportionment - The determination and assignment of the total expected effort by percentage and/or by priority that should be devoted to the various air operations and/or geographic areas for a given period of time. *See allocation; tactical air support resources.*

A rations - Regular hot meals, usually prepared in garrison. A rations include both perishable and semiperishable items.

area air defense commander (AADC) - The air force component commander with overall **responsibility for air defense** within the JFC. The JFC will normally delegate the AADC the authority and level of control he deems necessary for the establishment and operation of an integrated air defense system.

area damage control (ADC) - Measures taken before, during, and after hostile actions, or natural or man-made disasters, to reduce the probability of damage and minimize its effects. *See rear battle.*

area defense - A defense conducted to deny the enemy a specific piece of terrain for a specific amount of time. The bulk of the defending force is deployed to retain ground using a combination of defensive positions and small mobile reserves.

area denial antipersonnel mine (ADAM) - One of the two types of artillery delivered family of scatterable mines.

area of influence - A geographical area wherein a commander is directly capable of influencing operations by maneuver or fire support systems normally under his command or control.

area of interest - That area of concern to the commander, including the area of influence, areas adjacent thereto, and extending into enemy territory to the objectives of current or planned operations. This area also includes areas occupied by enemy forces who could jeopardize the accomplishment of the mission.

area of operations (AO) - That portion of an area of conflict necessary for military operations. Areas of operations are geographical areas assigned to commanders for which they have responsibility and in which they have authority to conduct military operations.

area of responsibility - A defined area of land in which responsibility is specifically assigned to the commander of the area for the development and maintenance of installations, control of movement, and the conduct of tactical operations involving troops under his control along with parallel authority to exercise these functions.

area reconnaissance - A directed effort to obtain detailed information concerning the terrain or enemy activity within a prescribed area such as a town, ridge line, woods, or other feature critical to operations. See *reconnaissance; zone reconnaissance*.

area security (AS) - A military police mission that includes area reconnaissance, rear battle operations, security of designated personnel, unit convoys, facilities, and main supply route (MSR) critical points.

area security force - *See security operations*

area support - Support furnished to all units located or passing through a given geographical area.

armed reconnaissance - A mission with the primary purpose of locating and attacking targets of opportunity (such as, enemy material, personnel, and facilities) in assigned general areas or along assigned ground communications routes, and not for the purpose of attacking specific targets. (NATO usage: *air missions*.)

armor vehicle launched bridge (AVLB) - A track mounted tactical bridge capable of spanning 18 meters.

army airspace command and control (A2C2) - The effort necessary to coordinate airspace users for concurrent employment in the accomplishment of assigned missions.

arming - The providing of ammunition to the weapons systems.

army airspace command and control (A2C2) element - An army element within the corps A2C2 element, the division A2C2 element, and the separate brigade A2C2 element tactical operations centers (TOCs) responsible for the coordination, integration, and regulation of airspace within the organization's area of territorial responsibility. It coordinates directly with Air Force elements and functional Army elements (ADA, Army aviation, FSE) working within each TOC.

army airspace command and control (A²C²) - The control of airspace over Army units. At task force level extends from the task force rear boundary out to five kilometers forward of the forward line of troops. This is the distance that can be covered by weapons organic, attached, or OPCON to the unit.

army court of military review (ACMR) - A court appointed to review all cases where either a sentence of death, more than one year in confinement, or a dishonorable discharge has been given.

army post office (APO) - A numerical assignment to a mail support unit used for identification.

army tactical missile system (ATACMS) - The Army's semiballistic missile with a maximum range in excess of 100 kilometers. It is fired from the same launcher as MLRS with two missiles taking the place of twelve rockets.

article 15 - A procedure for commanders to handle less serious infractions of the Uniform Code of Military Justice. It is also known as non-judicial punishment. A proceeding without a trial or judge to discipline minor infractions.

artillery preparation - Artillery fire delivered before an attack to disrupt communications and disorganize the enemy's defense.

assailable flank(s) - An exposed enemy flank(s) which is vulnerable to envelopment. For a flank to be assailable, there must be sufficient maneuver space to accommodate the attacking force.

assault - 1. The culmination of an attack which closes with the enemy. 2. In an amphibious operation, the period of time from the crossing of the line of departure (LD) by the first scheduled wave to the seizure of the initial objectives. 3. A phase of an airborne or air assault operation beginning with delivery of the assault force into the objective area and extending through the attack of objectives and consolidation of the initial airhead. 4. In river crossings, the period of time from the launching of the first crossing effort until the initial bridgehead has been secured and responsibility passed to the crossing area commander. 5. To make a short, violent, but well-ordered attack against a local objective, such as a gun emplacement or fortified area.

assault breach - A breach allowing a force to penetrate an enemy's protective obstacles and destroy the defender.

assault echelon - 1. Those forces required in the initial stages of an airborne or air assault operation to secure the assault objectives. 2. One or more units of an attacking force used to begin and lead the attack. *See follow-up echelon; rear echelon.*

assault force - 1. In an amphibious, airborne, or air assault operation, those units charged with the seizure of the lodgment area. 2. In offensive river crossing operations, the major subordinate units conducting the assault to, across, and beyond the water obstacle. Assault forces lead, making the initial assault of the river, and continue the advance from the exit bank to the final objectives. 3. Those forces charged with passing through a breach in an enemy fortified position or strongpoint and seizing an objective or completing destruction of the enemy.

assault objectives - Key terrain features or installations whose seizure facilitates the overall accomplishment of an airborne or air assault operation.

assault phase - 1. That phase of an airborne, air assault, amphibious, or river crossing operation that begins with the delivery of the assault forces into the objective area and ends when all assault objectives have been seized. 2. That period during an attack which begins when the assault forces advance from their assault position and ends when the objective has been seized and consolidated. *See air assault; airborne operation; amphibious operation; river crossing operation.*

assault position - That position between the line of departure (LD) and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective (primarily used by dismounted infantry).

assembly area (AA) - An area in which a force prepares or regroups for further action.

asset selection worksheet - Planning aid used to consider the major factors determining the capability of an asset to satisfy specific information requirements.

asset utilization matrix - Planning aid used to indicate the mission of collection assets.

assign - To place units or personnel in an organization where such placement is relatively permanent and/or where such organization

controls, administers, and provides logistical support to units or personnel for the primary function, or greater portion of the functions, of the unit or personnel. See *attach; operational control (OPCON); operational command (OPCOM); organic*.

assistant personnel sergeant - Replaces the term PSNCO. Assists the S1 and Personnel Sergeant in the performance of the S1 section duties. Normally locates at the combat trains with the S1. Authorized grade and MOS is E6, 75B30.

attach - The temporary placement of units or personnel in an organization. Subject to limitations imposed by the attachment order, the commander of the formation, unit, or organization receiving the attachment will exercise the same degree of command and control (C2) thereover as he does over units and persons organic to his command. However, the responsibility for transfer and promotion of personnel will normally be retained by the parent formation, unit, or organization. See *assign; operational control (OPCON); operational command (OPCOM); organic*.

attack - An offensive action characterized by movement supported by fire.

Deep attack. See *deep battle; envelopment*

Deliberate attack. An attack planned and carefully coordinated with all concerned elements based on thorough reconnaissance, evaluation of all available intelligence and relative combat strength, analysis of various courses of action, and other factors affecting the situation. It generally is conducted against a well-organized defense when a hasty attack is not possible or has been conducted and failed. Replaces coordinated attack.

Frontal attack. An offensive maneuver in which the main action is directed against the front of the enemy forces, and over the most direct approaches.

Hasty attack. An offensive operation for which a unit has not made extensive preparations. It is conducted with the resources immediately available in order to maintain momentum or to take advantage of the enemy situation.

Main attack. The principal attack or effort into which the commander places the bulk of the offensive capability at his disposal. An attack directed against the chief objective of the campaign or battle.

Spoiling attack. A limited-objective attack made to delay, disrupt, or destroy the enemy's capability to launch an attack.

Supporting attack. An attack designed to hold the enemy in position, to deceive him as to where the main attack is being made, to prevent him from reinforcing the elements opposing the main effort, and/or to cause him to commit his reserves prematurely at an indecisive location.

attack and reconnaissance battle captains - Attack and recon platoon leaders of the aviation units supporting an air assault task force. They are responsible for the C2 of their respective units. They normally respond to the AMC during the actual air assault movement. They may revert directly to the AATFC's control as maneuver elements once the movement phase is completed.

attack-by-fire position - A position from which direct fires are placed onto an objective or engagement area to support the main attack.

attack guidance matrix - A matrix prepared by the fire support officer during the fire support planning sequence designed to present attack guidance, guidance used to attack high-payoff targets.

attack position - The last position occupied or passed through by the assault echelon before crossing the line of departure (LD).

attack to attrit - Attacking to attrit is similar to attacking to destroy. The desired result in attrition missions is destruction of 30 percent of enemy forces.

attack to destroy - Attack using attack helicopters to destroy an enemy force is a high risk operation. The desired result in assigning a destroy mission is to cause maneuverability, firepower, or catastrophic destruction of 70 percent of an enemy force.

attack to disrupt - Attack using attack helicopters whose goal is to delay or disrupt enemy formations, command and control, and logistics by high speed attacks of limited duration and effect. An attack to disrupt mission statement is appropriate with spoiling attacks.

attrition - The reduction in the effectiveness of a force caused by loss of personnel and material.

augmenting - Any effort to increase the capability of collection assets.

authorized stockage list (ASL) - A list of items from all classes of supply authorized to be stocked at a specific echelon of supply.

avenue of approach - An air or ground route of an attacking force of a given size leading to its objective or to key terrain in its path.

axis of advance - A general route of advance, assigned for purposes of control, which extends toward the enemy. An axis of advance symbol graphically portrays a commander's intention, such as avoidance of built-up areas or envelopment of an enemy force. It follows terrain suitable for the size of the force assigned the axis and is often a road, a group of roads, or a designated series of locations. A commander may maneuver his forces and supporting fires to either side of an axis of advance provided the unit remains oriented on the axis and the objective. Deviations from an assigned axis of advance must not interfere with the maneuver of adjacent units without prior approval of the higher commander. Enemy forces that do not threaten security or jeopardize mission accomplishment may be bypassed. An axis of advance is not used to direct the control of terrain or the clearance of enemy forces from specific locations. Intermediate objectives normally are assigned for these purposes. See *direction of attack*.

azimuth - A Horizontal angle, measured clockwise between a reference direction and the line to an observed or designated point. There are three base (reference) directions or azimuths: true, grid, and magnetic azimuth.

True azimuth, An azimuth referenced to true north as defined by the axis of rotation of the earth.

Grid azimuth, An azimuth referenced to grid north. It differs from true azimuth by the amount of the grid convergence.

Magnetic azimuth, An azimuth referenced to the local direction of the earth's magnetic field.

B

barrage jamming - Simultaneous electronic jamming over a broad band of frequencies. See *jamming*.

base - 1. A locality from which operations are projected or supported. 2. An area or locality containing installations that provide logistic or other support. 3. A unit or multi-unit position that has a definite perimeter. Army, other services, or host nation units may establish a base. A base defense operation center (BDOC) is established to coordinate rear battle functions.

base cluster - Bases in the rear area grouped for rear battle or mission-related purposes. A base cluster has no clearly defined perimeter. A base cluster operations center (BCOC) is established to perform the coordination functions of the rear battle.

base cluster operations - Measures taken among bases to coordinate mutual support. Base clusters are established due to the proximity of bases to one another and to meet the need for mutual support during rear battle operations and area damage control (ADC) operations.

base defense operations - Defense measures taken by a base to provide internal and perimeter security. Measures include organizing and preparing personnel and equipment for defense of the base until military police or tactical combat forces can respond.

base defense zone (BDZ) - An air defense zone established around an air base and limited to the engagement envelope of the short range air defense weapons defending that base. BDZs have a specified entry, exit, and IFF procedure.

base of fire - Fire placed on an enemy force or position to reduce or eliminate the enemy's capability to interfere by fire and/or movement of friendly maneuver element(s). It may be provided by a single weapon or a grouping of weapons systems.

basic load - For other than ammunition, basic loads are supplies kept by using units for use in combat. The quantity of each item of supply in a basic load is related to the number of days in combat the unit may be sustained without resupply.

basic load (ammunition) - That quantity of nonnuclear ammunition authorized and required to be on hand in a unit to meet combat needs until resupply can be accomplished. The basic load is specified by the theater army and is expressed in rounds, units, or units of weight as appropriate.

battalion aid station (BAS) - Field medical facility manned by the treatment squad of the battalion medical platoon. Consists of a surgeon, a physician's assistant and six medics. Has the

capability of operating in echelon. Equipped with 2 M577A2 command armored personnel carriers. Provides Level I care for the battalion, to include triage.

battalion task force - A force generally organized by combining tank and mechanized infantry elements under a single battalion commander to conduct specific operations. A battalion task force may be tank-heavy, mechanized infantry-heavy, or balanced, depending on the concept and plan of operation.

battery life - Approximate rating of how much energy a battery can deliver before its useful life is finished.

battle - A series of related engagements. Battles last longer than engagements, involve larger forces, and often produce decisions that affect the subsequent course of the campaign. See *engagements*.

battle coordination element (BCE) - The BCE will be the Army coordination element located at the Air Force tactical air control center (TACC). The BCE will monitor and interpret the land battle situation for the TACC and provide land force needs for tactical air support to the TACC. See *tactical air control center (TACC)*.

battle damage assessment (BDA) - 1. A service provided by intermediate rear maintenance which evaluates combat damage to determine whether to repair, cannibalize, or evacuate. 2. Use of ground or air observation forces to determine damage inflicted on enemy forces by air strikes or other fire support systems.

battle damage assessment and repair - The act of inspecting battle damage to determine the extend, classifying the type repairs required, and determining the maintenance activity best suited to accomplish the repair.

battle drill - Immediate action in response to given stimulus in combat critical situations by crews, squads, platoons, and companies that are memorized and executed the same way under every condition.

battlefield air interdiction (BAI) - Air action against hostile surface targets which are in a position to directly affect friendly forces and which requires joint planning and coordination. While BAI requires coordination in joint planning, continuous coordination may not be required during the execution stage. (NATO usage)

battlefield circulation control (BCC) - A military police mission involving route reconnaissance and surveillance, main supply route (MSR) regulation enforcement, straggler and refugee control, and information dissemination.

battlefield control element (BCE) - comprised of the airborne elements of the tactical control system and the air support operations center. The BCE exercises control over all tactical close air support aircraft and air defenses in the area of operations.

battle handover - The transition from the CFA battle to the MBA battle. The battle handover is an important function in a coordinated defense because it provides assistance to the covering force units near the FEBA, allowing them to disengage without excessive losses.

battle handover line - See *handover line*.

battlefield information control center (BICC) - Element of the S2 section responsible for managing the battalion's intelligence collection, processing, and dissemination effort.

battle position (BP) - A defensive location oriented on the most likely enemy avenue of approach from which a unit may defend or attack. Such units can be as large as battalion task forces and as small as platoons. A unit assigned a BP is located within the general outline of the BP. Security, combat support (CS), and combat service support (CSS) forces may operate outside a BP to provide early enemy detection and all around security.

battle staff - The command and control element of a battalion or brigade. The composition of the battle staff varies based on the needs of the commander and the tactical situation. It normally consists of the commander, the battalion or brigade staff officers and key battalion or brigade slice members (combat support and combat service support elements).

battle roster - A list of names assigned to a company that is generated by the TACCS computer. The list gives the authorized positions of the company, who is assigned to them, and assigns a battle roster number. The battle roster number is the primary tool in accounting for soldiers by name.

beachhead - A designated area on a hostile shore which, when secured, ensures the continuous landing of troops and material, and provides maneuver space requisite for subsequent projected

operations ashore. The beachhead is the physical objective of an amphibious operation. See *airhead; bridgehead*.

beginning morning nautical twilight (BMNT) - Begins when the sun is 12° below the horizon. It is the start of that period where, in good conditions and in the absence of other illumination, enough light is available to identify the general outlines of ground objects, conduct limited military operations, and engage in most types of ground movement without difficulty.

biological agent - A micro-organism that causes diseases in man, plants, or animals or causes the deterioration of material.

biological operation - Employment of biological agents to produce casualties in man or animals and damage to plants or material.

blade team hour (BTH) - Amount of work a team of M9 ACEs perform in one hour.

blast effect - Destruction or damage caused by the shock wave and high velocity transient winds caused by an explosion, particularly a nuclear explosion.

blister agent - A chemical agent which injures the eyes and lungs, and burns or blisters the skin.

block - A mission assigned to a unit which requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement. See *contain; fix*.

block effect - See *obstacle effect*.

blocking position - A defensive position so sited as to deny the enemy access to a given area or to prevent his advance in a given direction.

blood agent - A chemical compound, including the cyanide group, that affects bodily functions by preventing the normal transfer of oxygen from the blood to body tissues. Also called cyanogen agent.

BLUFOR - Training term used to represent friendly forces.

booby trap - A device designed to kill or maim an unsuspecting person who disturbs an apparently harmless object or performs a normally safe act.

bound - 1. Single movement, usually from one covered and concealed position to another by dismounted troops or combat vehicles. 2. Distance covered in one movement by a unit which is advancing by bounds.

boundary - A control measure normally drawn along identifiable terrain features and used to delineate areas of tactical responsibility for subordinate units. Within their boundaries, units may maneuver within the overall plan without close coordination with neighboring units unless otherwise restricted. Direct fire may be placed across boundaries on clearly identified enemy targets without prior coordination, provided friendly forces are not endangered. Indirect fire also may be used after prior coordination.

Lateral boundaries are used to control combat operations of adjacent units.

Rear boundaries are established to facilitate command and control (C2).

bounding overwatch- See *movement technique*.

B rations - Semiperishable rations. They come in cans or bags and are usually dehydrated. Used for mass feeding in areas where kitchen facilities without refrigeration are available.

breach - The employment of any means available to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification.

covert breach. Breach conducted by dismounted troops during limited visibility or when the mission specifies infiltration.

deliberate breach. Breach or scheme of maneuver specifically designed to cross a complex obstacle system.

in-stride or hasty breach. Breach used to quickly overcome unexpected or lightly defended obstacles.

breaching force - During an attack of an enemy fortified position or strongpoint, the breaching forces are those elements charged with breaching obstacles along an avenue of approach. Breaching forces clear enemy trenches, bunkers, and foxholes, and create and hold open a breach in the enemy positions. See *assault force*.

breakout - An offensive operation conducted by an encircled force. A breakout normally consists of an attack by a penetration force to open a gap through the enemy for the remainder of the force to pass.

breakthrough - A rupturing the passage of an exploitation of a penetration. A breakthrough permits the passage of an exploitation force.

briefback - Form of briefing used to ensure subordinate commander understands the mission by briefing the higher commander on the details of the mission.

briefing - A one-time, oral presentation of unfamiliar facts, with reference to enough familiar material to establish the scope and content for the listener. There are four types of military briefings: information, decision, mission, and staff briefings. An information briefing is used to inform the listener. A decision briefing is structured to present facts, make recommendations, and provide courses of action for the listener to weigh the presentation and deliver a decision. The mission briefing is similar to the information briefing in purpose - to provide information - but is used specifically under combat conditions to reinforce information for a combat mission using an operations order format. The staff briefing is used in both combat and garrison to obtain a coordinated effort involving many people briefing their respective area of expertise.

bridgehead - 1. An area of ground held or to be gained on the enemy's side of an obstacle. 2. In river crossing operations, an area on the enemy's side of the water obstacle that is large enough to accommodate the majority of the crossing force, has adequate terrain to permit defense of the crossing sites, and provides a base for continuing the attack. As a minimum, ground must be secured which eliminates enemy direct and observed indirect fires on the crossing site. See *airhead*; *beachhead*.

bridgehead line - In offensive river crossing operations, the limit of the objective area when developing the bridgehead.

brigade support area (BSA) - A designated area in which combat service support (CSS) elements from division support command (DISCOM) and corps support command (COSCOM) provide logistic support to a brigade. The BSA normally is located 20 to 25 kilometers behind the forward edge of the battle area (FEBA).

bulk fuels - One of the two categories of Class III supplies. Includes gasoline, diesel fuels and aviation turbine fuels.

built-up area - A concentration of structures, facilities, and population.

bump plan - a bump plan takes into account the sequencing of chalks, and the necessity for the arrival of certain loads. Bump plans must extend from entire chalks to individuals within a chalk.

bypass - Maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance. Previously unreported obstacles are reported to higher HQ. Bypassed enemy forces are reported to higher HQ.

C

cache - Method of supply where supplies are placed and concealed along the battlefield.

camouflage - 1. The use of concealment and disguise to minimize detection or identification of troops, weapons, equipment, and installations. It includes taking advantage of the immediate environment as well as using natural and artificial materials. 2. The process of making a person or object blend with the background. See concealment; cover.

campaign - A connected series of military operations forming a distinct phase of a war to accomplish a long-range strategic objective.

canalize - To restrict operations to a narrow zone by use of existing or reinforcing obstacles or by direct or indirect fires.

cannibalization - The authorized removal of parts or components from uneconomically repairable or disposable end items or assemblies and making them available for reuse.

cannon launched guided projectile (CLGP) (Copperhead) - A 155mm cannon-launched guided projectile (CLGP) with a shaped charged warhead and a laser seeker. When fired at a target, the Copperhead homes in on laser energy reflected from the target during the final portion of its trajectory.

capture - The taking into custody of a hostile force, equipment, or personnel as a result of military operations.

centigray (cGy) - The unit of measurement of the absorbed dose of ionizing radiation. This replaces the term radiation absorbed dose (RAD) as a unit of measurement.

chain of command - The succession of commanding officers from a superior to a subordinate through which command is exercised. Also called **command channel**.

chalk - A list designating troops (by name) and major equipment assigned to be airlifted by a specific Army or Air Force aircraft.

check fire - A command to cause a temporary halt in firing.

checkpoint - A predetermined point on the ground used as a means of coordinating friendly movement. Checkpoints are not used as reference points in reporting enemy locations.

chemical (CML) - Munitions that contain GB and/or VX nerve agents and CS riot gas. All cannon artillery systems are capable of firing chemical rounds.

chemical agent - A chemical substance intended for use in military operations to kill, seriously injure, or incapacitate man through its physiological effects. Excluded are riot control agents, herbicides, smoke, and flame. See **biological agent**.

chemical downwind message (CDM) - A weather forecast valid for three 2-hour periods (6 hours). The CDM forecasts wind direction, wind speed, air stability, humidity, air temperature, and any significant weather.

chemical warfare - The employment of chemical agents to - 1. Kill, injure, or incapacitate men or animals for a significant period of time. 2. Deny or hinder the use of areas, facilities, or material.

circular error probable (CEP) - An indicator of the delivery accuracy of a weapon system, used as a factor in determining probable damage to a target. It is the radius of a circle within which half of the projectiles are expected to fall.

civilian internee (CI) - Term used to describe potentially hostile civilians who remain in a battle area and must be taken into protective custody.

classes of supply - The grouping of supplies, by type, into ten categories to facilitate supply management and planning.

Supply Class	Definition/Examples
(NATO)	(US)
I	I Subsistence items and gratuitous issue and welfare items: meals ready to eat (MRE) , T-rations, and fresh fruits and vegetables.
II	II Items of equipment, other than principal items, which are prescribed in authorization/allowance tables: individual equipment, clothing items, tentage, tool sets, administrative, and housekeeping supplies.
III	III Petroleum, oils, and lubricants (POL): petroleum fuels, hydraulic and insulating oils, chemical products, antifreeze compounds, compressed gases, coal.
IV	IV Construction and barrier materials: lumber, sand bags, barbed wire.
V	V Ammunition: small arms ammunition, artillery rounds, hand grenades, explosives, mines, fuzes, detonators, missiles, bombs-includes special ammunition.
I	VI Personal demand items; items which normally would be sold through exchange system: cigarettes, candy, soap.
II	VII Major end items: final combinations of items which are ready (assembled) for intended use; vehicles, self-propelled artillery pieces, missile launchers, major weapons systems.
II	VIII Medical material: medicine, stretchers, surgical instruments.
II	IX Repair parts and components, including kits and assemblies; items required for maintenance support of all equipment: batteries, spark plugs , axles.
IV	X Material required to support nonmilitary programs such as agricultural and economic development projects: commercial design tractor, farm tools.

MISC Miscellaneous items which do not fit into one of the ten classes above: water, maps, captured enemy material, salvage material.

Class I Distribution Methods - Method by which supplies will be broken down for distribution to the battalion task force. Consists of three methods:

Truck-to-Truck Method - Supplies are transferred from the trucks that brought them to the distribution point to the support platoon or company team trucks that will take them to the company team during the next LOGPAC operation.

Unit Pile Method - Ration components are placed in separate piles and trucks from the task force will pass by each pile to pick up their supplies.

Item Pile Method - All the rations for a specific unit are placed in one pile. Trucks from that unit will proceed to that pile and pick up their Class I supplies.

clear enemy in zone - A requirement to eliminate organized resistance in an assigned zone by destroying, capturing, or forcing the withdrawal of enemy forces that could interfere with the unit's ability to accomplish its mission.

close air support (CAS) - Air action against hostile targets that are in close proximity to friendly forces and that requires detailed integration of each air mission with the fire and movement of those forces. See also air interdiction; air support; immediate air request; preplanned mission request.

close column - The Distance between vehicles during a road march at night or when the threat of attack is low. At night, vehicles are spaced so that each driver can see the two lights in the blackout marker of the vehicle ahead. Vehicles are spaced approximately 20 to 25 meters apart during daylight. See *open column*.

clothing exchange and bath (CEB) - The exchange of unserviceable combat clothing for new clothing and the providing of shower points.

cluster bomb unit (CBU) - Air Force bombs that contain many smaller submunitions.

coil - An arrangement of vehicles forming a circle.

cold start TSK - Transmission security key (TSK), which, when combined with proper switch settings will result in "COLD" display.

collateral damage - Undesirable civilian personnel injuries or material damage produced by the effects of friendly nuclear weapons.

collateral damage distance - Minimum distance in meters that a desired ground zero (DGZ) for a nuclear explosion must be separated from civilian personnel and material to ensure that a specific incident of injuries or property damage will not be exceeded with a stated degree of assurance.

collecting point - A facility established within the corps and division.

General collecting point. A facility established for the control of civilians, prisoners, or stragglers.

Maintenance collecting point. A point established to collect equipment awaiting repair, controlled exchange, cannibalization, or evacuation. May be operated by the user or by intermediate maintenance units.

collection manager - Staff position responsible for managing the intelligence collection effort; at battalion level the S2 and collection manager are the same.

collection plan - A dynamic tool used to coordinate and integrate the efforts of all collection assets and agencies.

column formation - An arrangement of vehicles or dismounted troops which (1) provides good security and permits maximum fire to the flanks; (2) facilitates control; (3) facilitates rapid deployment into any other formation; (4) is used in road marches, night movements, and when passing through defiles or dense woods.

combat air missions - Combat air missions consisting of counterair operations, air interdiction operations, and tactical air support executed to gain and maintain air superiority, prevent enemy movement into and within the battle area, and provide aerial fire support, air reconnaissance, and airlift to surface forces to assist them in accomplishing their tactical mission.

combat aviation brigade (CAB) - Divisional location of all attack helicopter battalion. The CAB consists of a HHC, a cavalry

squadron, two attack helicopter battalions an assault helicopter company and a command aviation company.

combat aviation net (CAN) - A dedicated FM air-to-ground net used for coordination of aircraft during the air assault operations. All aviation units monitor this net, as do the ground units before and during air movement. The CAN may serve as an alternate AATF command net; it must be dedicated primarily to use by aircraft and the airlifted unit.

combat configured loads (CCL) - A preplanned package of ammunition which is transported as a single unit.

combat effectiveness - The ability of a unit to perform its mission. Factors such as the status of fuel, ammunition, weapons systems, and personnel are assessed and rated from 1 to 4 (1 being the highest rating).

combat engineer vehicle (CEV) - A full-tracked armored vehicle which has a hydraulically operated debris blade, a 165mm turret mounted demolition gun, a retractable boom and winch. The CEV is used to perform mobility tasks under hostile fire.

combat information - Unevaluated data gathered by or provided directly to the tactical commander that, because of its highly perishable nature or the criticality of the situation, cannot be processed into tactical intelligence in time to satisfy the user's tactical intelligence requirements. See *information requirements*.

combat intelligence - That knowledge of the enemy, weather, and geographical features required by a commander in planning and conducting combat operations. It is derived from the analysis of information on the enemy's capabilities, intentions, vulnerabilities, and the environment.

combat maneuver forces - Those forces which use fire and movement to engage the enemy with direct fire weapon systems, as distinguished from those forces which engage the enemy with indirect fires or otherwise provide combat support (CS). These elements are primarily infantry, armor, cavalry (air and armored), and aviation.

combat multiplier - Supporting and subsidiary means that significantly increase the relative combat strength of a force while actual force ratios remain constant. Examples of combat multipliers are economizing in one area to mass in another,

surprise, deception, camouflage, electronic warfare, psychological operations, and terrain reinforcement.

combat net radio (CNR) - Term covering a broad spectrum of single-channel radio systems which provide immediate command and control voice capability.

combat observation lasing team (COLT) - A brigade-level, three man team from the DS FA battalion equipped with a ground/ vehicular laser locator designator (G/VLLD) and necessary mobility and communications equipment used for target ranging and designation. The G/VLLD delivers pinpoint accuracy by "painting" the target with a laser while the ordinance homes in on the laser signal. Each DS artillery battalion in a mechanized division is organized to provide one COLT per maneuver brigade.

combat orders - Oral, written, or graphic means of delivering the commander's intent for combat operations.

combat patrol - A tactical unit that is sent out from the main body to engage in independent fighting. It may be used to provide security or to harass, destroy, or capture enemy troops, equipment, or installations. Operations include raids, ambushes, and security missions.

combat power - A complex combination of tangible and intangible factors which are transitory and reversible on the battlefield. Combat power is comprised of the effects of maneuver, the effects of firepower, the effects of protection, and the effectiveness of leadership. The skillful combination of these elements in a sound operational plan will turn potential into actual power.

combat service support (CSS) - The assistance provided to sustain combat forces, primarily in the fields of administration and logistics. It includes administrative services, chaplain services, civil affairs, food services, finance, legal services, maintenance, medical services, supply, transportation, and other logistical services.

combat support (CS) - Fire support and operational assistance provided to combat elements. Includes artillery, air defense artillery, engineer, military police, signal, military intelligence, and chemical.

combat trains - The portion of unit trains that provides the combat service support (CSS) required for immediate response to the needs of forward tactical elements. At company level, medical, recovery,

and maintenance elements normally constitute the combat trains. At battalion, the combat trains normally consist of ammunition and POL vehicles, maintenance/recovery vehicles and crews, and the battalion aid station. *See field trains; unit trains.*

combat trains command post (CTCP) - The command and control center for logistical activities within the battalion task force. Established by the S4 and includes both S1 and S4 personnel.

combat zone - 1. That area required by combat forces for the conduct of operations. 2. The territory forward of the Army rear area boundary. *See communication zone.*

combined arms team - Two or more arms mutually supporting one another. A team usually consists of tanks, infantry, cavalry, aviation, field artillery, air defense artillery, and engineers.

combined operation - An operation conducted by forces of two or more allied nations acting together for the accomplishment of a single mission.

command and control (C2) facilities - Those vehicles and locations from which the commander, assisted by his staff, directs the battle and sustains the force.

command and control strength reporting system (C²SRS) - A software program that ties in to the SIDPERS Tier III database to form personnel strength and accountability reports for wartime. This includes the battleroster, personnel strength report, personnel requirements report, and task force personnel summary. The task force personnel summary is a manually prepared report.

command and control (C2) - The exercise of command that is the process through which the activities of military forces are directed, coordinated, and controlled to accomplish the mission. This process encompasses the personnel, equipment, communications, facilities, and procedures necessary to gather and analyze information, to plan for what is to be done, and to supervise the execution of operations.

command and control (C2) process - The decision-making process and procedures used by the command.

command, control, and communications countermeasures (C3CM) - The integrated use of operations security, military deception, jamming, and physical destruction, supported by intelligence, to deny information to, influence, degrade, or destroy adversary command,

control, and communications (C3) capabilities and to protect friendly C3 capabilities against such action.

commander's estimate - The procedure whereby a commander decides how best to accomplish the assigned mission. It is a thorough consideration of the mission, enemy, terrain and weather, troops available, and time (METT-T) and other relevant factors. The commander's estimate is based on personal knowledge of the situation and on staff estimates. *See staff estimates.*

commander's intent - Commander's vision of the battle-how he expects to fight and what he expects to accomplish. *See concept of operations.*

command group - The element which the commander takes forward with him to help command and control the battle.

command net - A secure communications net used for command and control of the task force.

command observation post (COP) - Soviet term for a combined forward observation post and command post located where the artillery commander can observe his zone or sector of fire, study the target area and terrain, follow the progress of friendly forces, and direct or coordinate artillery fires.

command post (CP) - The principal facility employed by the commander to command and control (C2) combat operations. A CP consists of those coordinating and special staff activities and representatives from supporting Army elements and other services that may be necessary to carry out operations. Corps and division HQ are particularly adaptable to organization by echelon into a tactical CP, a main CP, and a rear CP. *See main command post (CP); rear command post (CP); tactical command post (CP).*

committed force - A force in contact with an enemy or deployed on a specific mission or course of action which precludes its employment elsewhere.

communications checkpoint (CCP) - An air control point that requires serial leaders to report either to the aviation mission commander or the terminal control facility. *See air control point (ACP).*

communications control points (CCPs) - Points designated when the serial commanders will radio their passage of that point. This

will assist the AMC in controlling the arrival of aircraft in the LZ. An ACP may be designated as a CCP.

communications intelligence (COMINT) - Technical and intelligence information derived from foreign communications by other than the intended recipients.

communications jamming - Electronic measures taken to deny the enemy the use of communications means. *See jamming.*

communications security (COMSEC) - The protection resulting from all measures designed to deny unauthorized persons information of value that might be derived from the possession and study of telecommunications, or to mislead unauthorized persons in their interpretation of the results of such possession and study. Includes cryptosecurity, transmission security, emission security, and physical security of COMSEC materials and information.

communications zone (COMMZ) - Rear part of theater of operations (behind but contiguous to the combat zone) that contains the lines of communication, establishments for supply and evacuation, and other agencies required for the immediate support and maintenance of the field forces. *See combat zone; rear area.*

company maintenance team (CMT) - A team from the maintenance platoon that is organized and equipped to provide forward unit maintenance support to a company.

company team - A team formed by attachment of one or more nonorganic tank, mechanized infantry, or light infantry platoons to a tank, mechanized infantry, or light infantry company either in exchange for or in addition to organic platoons.

company trains - *See unit trains.*

compartment - Terrain bounded on two opposite sides by features which limit observation and observed fire into the area from points outside the area. *See cross-compartment.*

composition - The identification and organization of enemy units.

COMSEC key - Variable used to encrypt/decrypt signals during a secure operation.

concealment - The protection from observation or surveillance. *See camouflage; cover.*

concept of operations - A graphic, verbal, or written statement in broad outline that gives an overall picture of a commander's assumptions or intent in regard to an operation or series of operations; includes at a minimum the scheme of maneuver and fire support plan.

consolidation of position - Organizing and strengthening of a newly captured position so that it can be used against the enemy; the occupying force also prepares for succeeding operations.

consumption rate - The average quantity of an item consumed or expended during a given time interval, expressed in prescribed units of measurement.

contact point - A designated, easily identifiable point on the terrain where two or more units are required to physically meet.

contact with the enemy - Conditions ranging from a surveillance sighting to engaging in close combat.

contain - To restrict enemy movement by stopping, holding, or surrounding his forces or causing them to center their activity on a given front to prevent the movement of any part of his forces for use elsewhere. The limits of the containment may be expressed in terms of geography or time. See *block; fix*.

contingency force - A force designed for rapid deployment to and employment in an area.

contingency plan - A plan for major events which can reasonably be anticipated in an area of responsibility.

contour flight - The flight path flown at low altitude conforming in general terms to the contours of the terrain. Flight is characterized by varying altitudes and speed. This method is used when speed is essential and the enemy air defense threat is low, or when aircraft are operating behind friendly lines. See *terrain flight*.

control and reporting center (CRC) - directly subordinate to the TACC and is the primary TACS radar element concerned with decentralized execution of air defense and airspace control functions. Directs the region air defense; provides threat warnings to friendly aircraft; coordinates control of missions with other TACS agencies; relays mission changes to airborne aircraft; and provides aircraft guidance for both offensive and defensive missions.

control measures - Directives given graphically or orally by a commander to subordinate commands in order to assign responsibilities, coordinate fires and maneuver, and to control combat operations. Each control measure can be portrayed graphically. Control measures include boundaries, objectives, coordinating points, contact points, lines of departure (LD), assembly areas, axis of advance, and direction of attack.

controlled exchange - The removal of serviceable parts, components, or assemblies from unserviceable economically repairable equipment and their immediate reuse in restoring a like item of equipment to a combat operable/ serviceable condition.

controlled supply rate (CSR) - The rate of ammunition consumption that can be supported, considering availability, facilities, and transportation. It is expressed in rounds per unit, individual, or vehicle per day. The theater Army announces the CSR for each item of ammunition, and, in turn, the commander of each subordinate tactical unit announces a CSR to his commanders at the next lower levels. A unit may not draw ammunition in excess of its CSR without authority from its next higher HQ. See *required supply rate (RSR)*.

convoy - A group of 10 or more vehicles organized for the purpose of control and orderly movement with or without escort protection.

coordinated fire line (CFL) - A line beyond which conventional surface fire support means (mortars, field artillery, naval gunfire ships) may fire at any time within the zone of the establishing HQ without additional coordination. It is usually established by brigade or division, but may be established by a maneuver battalion. (The term **no-fire line** is used by other NATO nations for a CFL.)

coordinating altitude - A control measure designated by the airspace control authority which is designed to coordinate airspace use between high performance and rotary wing aircraft.

coordinating point - A control measure that indicates a specific location for the coordination of fires and maneuver between adjacent units. They usually are indicated whenever a boundary crosses the forward edge of the battle area (FEBA), and may be indicated when a boundary crosses report lines or phase lines (PLs) used to control security forces. In NATO physical contact between adjacent units is required. (CBI: Common Core/5B1)

coordinating staff - Principal staff assistants to the commander.

counterair - Air operations conducted to attain and maintain a desired degree of air superiority, thereby preventing enemy forces from effectively interfering with friendly surface and air operations. Counterair operations generally are classified as offensive or defensive. Offensive actions range throughout enemy territory and generally are conducted at the initiative of friendly forces. Defensive actions are conducted near or over friendly territory and generally are reactive to the initiative of the enemy.

counterattack - Attack by a part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost or cutting off or destroying enemy advance units, and with the general objective of regaining the initiative and denying to the enemy the attainment of his purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position (BP) and is directed at limited objectives.

counterattack by fire - A counterattack where the intent is to close to a position to destroy the attacker by fire. The enemy force is the primary objective. The terrain seized is important only for as long as the enemy can be engaged.

counterattack by maneuver - A counterattack where the intent is to close with and destroy the enemy or to capture key terrain by fire and movement.

counterintelligence - Information gathered or activities conducted to protect against espionage, other intelligence activities, or sabotage.

counterfire - Fire intended to destroy, neutralize, or suppress enemy indirect fire systems.

countermeasures - All actions taken to reduce or eliminate the enemy intelligence and electronic warfare threat. These actions may be anything from deception to destruction of enemy collections capability. Countermeasures include vehicle camouflage, light and noise discipline, challenge and password, and avoiding set patterns.

countermine - The actions taken to counteract an enemy mine or minefield through neutralization or breaching.

countermobility operations - The construction of obstacles and emplacement of minefields to delay, disrupt, and destroy the enemy by reinforcement of the terrain. The primary purpose of countermobility operations is to slow or divert the enemy, to increase time for target acquisition, and to increase weapon effectiveness.

counterpreparation fire - Intensive prearranged fire delivered when the threat of an enemy attack is discovered.

counterreconnaissance - Any operation undertaken to deny the enemy intelligence information concerning friendly units. It is primarily accomplished through the defeat of enemy reconnaissance and EW units, but includes passive actions as well.

countersurveillance - All the measures taken to protect the force. Countersurveillance includes camouflage, cover, concealment, counterreconnaissance, OP/LPs, etc.

course of action - 1. Any sequence of acts that an individual or unit may follow. 2. A possible plan open to an individual or commander that would accomplish or is related to accomplishment of the mission. 3. A feasible way to accomplish a task or mission which follows the guidance given, will not result in undue damage/risk to the command, and is noticeably different from other actions being considered.

court of military appeals (CMA) - The highest court in the military. Reviews all cases imposing the death penalty. Reviews all cases appealed after being heard by the ACMR.

cover - Natural or artificial protection from enemy observation and fire.

covered approach - 1. Any route that offers protection against enemy observation or fire. 2. An approach made under the protection furnished by other forces or by natural cover.

covering fire - Fire used to protect friendly troops from enemy direct fires. See suppression.

covering force - A combined arms force with a mission to cover. See also security operations.

covering force area (CFA) - In the defense, the operational area between the forward edge of the battle area (FEBA) and the forward line of own troops (FLOT).

covert breach - See *breach*.

cross-attachment - The exchange of subordinate units between units for a temporary period. Example: A tank battalion detaches a tank company that is subsequently attached to a mechanized infantry battalion, and the mechanized infantry battalion detaches a mechanized company that is then attached to the tank battalion.

cross-compartment - A terrain compartment, the long axis of which is generally perpendicular to the direction of movement of a force. See *compartment*.

cross-country movement - The movement of military vehicles (usually tactical) across terrain without using roads and bridges.

crossing area - A number of adjacent crossing sites under the control of one commander.

crossing area commander - The officer responsible for the control of all crossing units, assault units, and support forces while they are in the crossing area.

crossing site - The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles.

cue - Used to contact a FH radio net when you are not an active member of that net. Cue can be used if you are operating in SC, and wish to contact an FH net.

D

damage assessment - A determination of the effect of attacks on targets.

damage estimation - Analysis of data to estimate the damage that a specific weapon will cause to a target.

d-day - The unnamed day on which a particular operation commences or is to commence. An operation may be the commencement of hostilities; the date of a major military effort; the execution date of an operation (as distinguished from the date the order to

execute is issued); or the date the operations Phase is implemented. The highest command or HQ responsible for coordinating the planning will specify the exact meaning of D-day within the above definition. Reference to days preceding or following D-day will be referred to by using a plus or minus sign and an Arabic numeral following the letter "D." Example: D-3 is 3 days prior to D-day; D+7 is 7 days after D-day. If the figure becomes unduly large, such as D+90, the designation D+3 months may be used.

dead space - An area within the maximum effective range of a weapon, surveillance device, or observer that cannot be covered by fire and observation from a given position because of intervening obstacles, the nature of the ground, the characteristics of the trajectory, or the limitations of the pointing capabilities of the systems.

deception - Actions which mislead the enemy and induce him to do something counter to his interest. It includes manipulating, distorting, falsifying information available to the enemy to ensure security to REAL plans, operations, or activities.

deception operation - A military operation conducted to mislead the enemy. A unit conducting a deception operation may or may not make contact with the enemy. Includes demonstrations, displays, feints, and ruses.

decide - The planning function associated with the targeting effort.

decision briefing - See briefing.

decision matrix - A matrix developed during course of action comparison used to determine the best course of action.

decision points (DP) - Areas or points where the commander must make a decision to engage threat forces.

decision support template (DST) - The final and most important product of the IPB Process; graphic portrayal of IPB with indicators as to where, and when, the commander may need to make a decision.

decisive engagement - An engagement in which a unit is considered fully committed and cannot maneuver or extricate itself. In the absence of outside assistance, the action must be fought to a conclusion and either won or lost with the forces at hand.

decisive terrain - Key terrain is decisive terrain if it has an extraordinary impact on the mission. Decisive terrain is rare and will not be present in every situation. To designate terrain as decisive is to recognize that the successful accomplishment of the mission, whether offensive or defensive, depends on seizing or retaining it. The commander designates decisive terrain to communicate its importance in his concept of operations, first to his staff and, later, to subordinate commanders.

decontamination - The process of making any person, object, or area safe by absorbing, destroying, neutralizing, making harmless chemical or biological agents, or by removing radioactive material clinging to or around it.

dedicated battery - A cannon battery whose total firepower is immediately available to suppress enemy weapons which threaten a designated company/team during a movement to contact.

deep battle - All actions which support the friendly scheme of maneuver and which deny to the enemy commander the ability to employ his forces not yet engaged at the time, place, or in the strength of his choice.

defeat - Denying an enemy force the ability to achieve his tactical objectives and goals. To defeat an enemy does not necessarily mean to destroy him. *See also destroy.*

defend a battle position - *See defend.*

defend in sector - *See defend.*

defense - A coordinated effort by a force to defeat an attacker and prevent him from achieving his objectives. Typical defense missions are:

Defend in sector - A mission which requires a defending unit to prevent enemy forces from passing beyond the rear boundary of the sector, while retaining flank security, and ensuring integrity of effort within the parent unit's scheme of maneuver. Initial positions generally are established as far forward as possible, but a commander may use any technique to accomplish the mission.

Defend a battle position - A mission which places a unit in a battle position (BP) to concentrate its fires, to limit its maneuver, or to place it in an advantageous position to counterattack. The BP is a general location on the ground. The

commander positions his forces on the best terrain within and in the vicinity of the BP. The commander may position security forces forward of and about the BP. He can also locate combat support (CS) and combat service support (CSS) elements outside the BP. The commander can maneuver his forces freely within the BP and seize the initiative to maneuver outside of the BP to attack enemy forces.

Defend a strongpoint - A mission which implies retention of the position at all costs. Repeated assaults must be expected and repelled. CS and CSS assets may be employed outside the strongpoint.

defensive counterair (DCA) - Defensive counterair operations consist of air defense and airspace control operations. Air defense attempts to nullify or degrade the effectiveness of enemy aircraft and missiles after they are airborne, while airspace control permits safe and unconstrained use of the airspace over the battlefield.

defensive framework - A unified defensive battlefield consisting of close, deep, and rear operations.

defensive operations - Operations conducted with the immediate purpose of causing an enemy attack to fail. Defensive operations also may achieve one or more of the following: gain time; concentrate forces elsewhere; wear down enemy forces as a prelude to offensive operations; and retain tactical, strategic, or political objectives.

defilade - Protection from hostile observation and fire provided by an obstacle such as a hill, ridge, or bank. To shield from enemy fire or observation by using natural or artificial obstacles.

defile - A narrow passage that tends to constrict the movement of troops.

degree of risk (nuclear) - As specified by the commander, the risk to which friendly forces may be subjected from the effects of the detonation of a nuclear weapon used in the attack of a close-in enemy target; acceptable degrees of risk under differing tactical conditions are classified as emergency, moderate, and negligible. See emergency risk (nuclear); moderate risk (nuclear); negligible risk (nuclear).

delay from alternate positions - A technique involving two maneuver units in a single sector. While the first is fighting, the second

occupies the next position in depth and prepares to assume responsibility for the operation. The first force disengages and passes through or around the second. It, then, prepares to resume the delay from a position in greater depth, while the second force takes up the fight.

delay from successive positions - A technique which occurs when a sector is so wide that available forces cannot occupy more than a single tier of positions. Maneuver units delay continuously on and between positions throughout their sectors, fighting rearward from one position to another, holding each as long as possible or for a specified time.

delaying operation - An operation usually conducted when the commander needs time to concentrate or withdraw forces, to establish defenses in greater depth, to economize in an area, or to complete offensive actions elsewhere. In the delay, the destruction of the enemy force is secondary to slowing his advance to gain time. Delay missions are:

delay in sector. A low risk mission which requires a unit to slow and defeat as much of the enemy as possible without sacrificing the tactical integrity of the unit. This mission can be given to forces in the covering force area (CFA) or in the main battle area (MBA).

delay forward of a specified line for a specified time or specified event. This is a high risk mission which requires a unit to prevent enemy forces from reaching the specified area earlier than the specified time or event, regardless of cost.

This mission can be given to units in the CFA or in the MBA. See *retirement; retrograde; withdrawal*.

deliberate attack - See *attack*.

deliberate breach - A deliberate breach is conducted when it is not possible or necessary to cross an obstacle in stride, or after a hasty breach has failed. A deliberate breach is characterized by detailed planning and preparation, and executed with whatever resources are available. See *hasty breach*.

deliberate defense - A defense normally organized when out of contact with the enemy or when contact with the enemy is not imminent and time for organization is available.

deliberate river crossing - A crossing of a water obstacle that requires extensive planning, detailed preparation, and centralized control. *See hasty river crossing; river crossing.*

deliver - The execution portion of the targeting process.

demanded supplies - Those supplies for which a requisition must be submitted. Items in supply classes II, III (packaged), IV, VII, and IX are considered to be demanded supplies.

demonstration - An attack or a show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. It is similar to a feint with the exception that no contact with the enemy is sought. *See deception operation.*

denial measure - An action to hinder or deny the enemy the use of space, personnel, supplies, or facilities. It may include destruction, removal, contamination, or the erection of obstructions.

denial objects/areas - Areas directed by the corps commander in the obstacle and denial plan as areas, facilities, or installations that subordinate units will prevent the enemy from seizing or controlling.

denial operation - An operation designed to prevent or hinder enemy occupation of, or benefit from, areas or objects having tactical or strategic value.

denial target - Facilities, areas, or installations to be destroyed or denied to the enemy. Because of political implications, denial targets are directed only at the corps or theater level; however, they will be executed by the unit in whose sector the denial target is located. Examples: power plants, railroad facilities, and POL storage tanks.

deny terrain - A denial mission may be performed by an attack aviation unit when air avenues of approach or lines of communication are concerned. Ground avenue of approach denial missions require that the aviation unit have ground forces attached to it. If ground forces are not available, this mission can become a delay mission.

departure airfield control group (DACG) - The supported unit will provide control of its units in the departure and arrival airfields. These control elements are known as the departure airfield control group (DACG) and arrival airfield control group

(AACG). They are formed "out-of-hide" by the division staff and generally consist of a G4 representative, a movement control officer, and in many cases the Air Force tactical airlift liaison officer (TALO) assigned to that division. In some instances a brigade may operate a DACG or AACG, with assistance from the division staff.

depot level maintenance - Technical support and backup support to DS and GS maintenance units. Depot level maintenance supports both combat forces and the Army supply system.

depth - AirLand Battle Tenet. The extension of operations in space, time, and resources. Literally, depth attempts to widen the "gap" between friendly forces and the enemy by increasing the friendly force's ability to react while reducing the enemy's freedom of movement.

desired ground zero (DGZ) - The point on the ground on, above, or below which it is desired that a nuclear weapon be detonated. The aiming point for the weapon.

destroy - Reduction of an enemy force by 70 percent or more causing him to be unable to effectively wage combat.

destruction - Target effect from indirect fires that renders the target ineffective for a long period of time.

detached unit - A unit that is serving away from the organization to which it is organic and to which it remains assigned. A detached unit may function as an independent organization, or it may be attached to or serve with or under another organization. See *assign; attach; operation control (OPCON)*.

detachment left in contact (DLIC) - An element left in position during a withdrawal not under pressure organized from the platoons of forward companies or a single reinforced company. The DLIC may comprise as much as a third of the battalion's maneuver elements. The primary purpose of the DLIC is to deceive the enemy into believing the battalion is still in position as the majority of units withdraw. If the withdrawal is discovered and the enemy attacks, the DLIC defends/ delays within its capability. It disengages and withdraws after the main body has begun movement to the next mission.

detect - Phase in the targeting process where targets are developed.

digital message device (DMD) - A small portable two-way communications terminal used by forward observers to send and receive high speed digital messages. DMDs can communicate with: TACFIRE, BCS, FIST DMD, mortar ballistic computer and other DMDs via wire or radio.

digital nonsecure voice terminal (DNVT) - Telephone issued with MSE for use in a command post.

direct fire - Fire directed at a target that is visible to the aimer or firing unit.

directing - The first phase of the four phase intelligence cycle (directing, collecting, processing, and disseminating); phase when assets are given collection missions.

direction of attack - A specific direction or route that the main attack or the main body of the force will follow. If used, it is normally at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to maneuver off the assigned route. It usually is associated with infantry units conducting night attacks, or units involved in limited visibility operations, and in counterattacks. (In NATO, referred to as **attack route**.) See *axis of advance*.

direction of fire - The direction on which a cannon or missile is laid. It represents the direction to the most significant threat in the target area.

direct pressure force - A force employed in a pursuit operation that orients on the enemy main body to prevent enemy disengagement or defensive reconstitution prior to envelopment by the encircling force. It normally conducts a series of hasty attacks to slow the enemy's retirement by forcing him to stand and fight. See *encircling force; pursuit*.

direct support (DS) - 1. A mission requiring a force to support another specific force and authorizing it to answer directly the supported force's request for assistance. 2. In NATO, the support provided by a unit or formation not attached to, nor under command of, the supported unit or formation, but required to give priority to the support required by that unit or formation. See *general support (GS); general support reinforcing (GSR)*.

direct support (DS) artillery - Artillery whose primary task is to provide fire requested by the supported unit. See *general support (GS) artillery; reinforcing artillery*.

direct support/user echelon - The logistical level at which support is provided directly to the weapons systems and users of the weapons systems.

disengagement - Breaking contact with the enemy and moving to a point where the enemy can neither observe nor engage the unit by direct fire.

dispersion - 1. A scattered pattern of hits by bombs or projectiles fired from the same weapon or group of weapons with the same firing data. 2. The spreading or separating of a force and its installations to reduce vulnerability to enemy action. 3. In chemical or biological operations, the dissipation of agents in liquid or aerosol form. 4. In airdrop operations, the scatter of personnel and/or cargo on the drop zone (DZ).

displace - To leave one position and take another. Forces may be displaced laterally to concentrate combat power in threatened areas.

display - A deception technique to mislead the enemy's visual senses, including his observation by radar, camera, infrared device, or the human eye. Includes simulations, disguises, portrayals, or some combination. *See deception operation; feint; ruse.*

disposition - Distribution of the elements of a command within an area, usually the exact location of each unit HQ and the deployment of the forces subordinate to it.

disrupt effect - *See obstacle effect.*

disseminating - The fourth phase of the four phase intelligence cycle (directing, collecting, processing, and disseminating); phase when information is distributed to all required friendly units.

division support area (DSA) - An area normally located in the division rear positioned near airlanding facilities and along the main supply route (MSR). The DSA contains the division support command post (DISCOM CP), the HQ elements of the DISCOM battalions, and those DISCOM elements charged with providing backup support to the combat service support (CSS) elements in the brigade support area (BSA) and direct support (DS) to units located in the division rear. Selected corps support command (COSCOM) elements may be located in the DSA to provide DS backup and general support (GS) as required.

division support command (DISCOM) - Logistical support element that provides support to the portion of the combat zone allocated to the division. The DISCOM is organized to provide CSS support with a main support battalion, forward support battalion, aircraft maintenance company, and a headquarters and headquarters company.

division transportation officer (DTO) - Division staff officer that plans and establishes movement priorities based on the division commander's overall mission priorities. Also provides staff supervision and assistance in transportation matters concerning all modes of transportation.

doctrinal template - A model based on postulated enemy tactical doctrine. It generally portrays frontages, depths, echelon spacing, and force composition, as well as his disposition of combat, combat support (CS), and combat service support (CSS) units for a given type of operation. It portrays how the enemy would like to fight if he was not constrained. See *event template*.

document security - Actions taken to handle, store, and declassify classified material.

dominant terrain - Terrain which, because of its elevation, proportions, or location, commands a view of and may offer fields of fire over surrounding terrain.

double envelopment - A form of enveloping maneuver executed by forces which move around both flanks of an enemy position to attack the flanks or objectives in the rear of the enemy. The enemy normally is fixed in position by a supporting frontal attack or by indirect and/or aerial fires. See *envelopment; single envelopment; turning movement*.

down - A correction by an observer or spotter to indicate that a decrease in height of burst is desired.

downed aviator point - A point to where aviators will attempt to escape and evade to be recovered by friendly forces.

downwind hazard area - The area downwind of a nuclear, biological, chemical (NBC) attack that may present a hazard to unprotected troops.

drop - 1. Parachute jump, individual or en masse, or supply delivery by parachute from an aircraft in flight, or the act of making such a jump or delivery. 2. A correction used by an observer

or a spotter to indicate that a decrease in range along a spotting line is desired.

drop zone (DZ) - A specified area upon which airborne troops, equipment, or supplies are airdropped by parachute, or on which supplies and equipment may be delivered by free fall.

dual purpose improved conventional munitions (DPICM) - The artillery shell available for the 155mm and 203mm howitzers. This shell contains submunitions that are both antipersonnel and antimaterial bomblets.

dynamite - Local air defense warning (LADW) where aircraft are inbound or attacking now. Response is immediate. See *local air defense warnings*.

E

ECCM remote fill (ERF) - Method in which an receiver/transmitter is loaded with FH data transmitted by a master radio (net control station); used during cold start openings and FH data updating.

echelon - 1. A subdivision of a headquarters (such as forward echelon, rear echelon). 2. Separate level of command. As compared to a brigade, a division is a higher echelon; a battalion is a lower echelon. 3. A fraction of a command in the direction of depth to which a principal combat mission is assigned (such as attack echelon, support echelon, reserve echelon). 4. A formation in which its subdivisions are placed one behind another, with a lateral and even spacing to the same side.

echeloned displacement - Movement of a unit from one position to another without discontinuing performance of its primary function. Normally, the unit divides into two functional elements (base and advance); and, while the base continues to operate, the advance element displaces to a new site where, after it becomes operational, it is joined by the base element.

echelonment - Arrangement of personnel and equipment into assault, combat followup, and rear components or groups.

echelons above corps (EAC) - Army headquarters and organizations that provide the interface between the theater commander (joint or combined) and the corps for operational matters, and between the continental United States (CONUS)/host nation and the deployed corps for combat service support (CSS). Operational EAC may be US

only or allied headquarters while EAC for CSS will normally be US national organizations.

economy of force - A principle of war. The allocation of minimum-essential combat capability or strength to secondary efforts, so that forces may be concentrated in the area where a decision is sought.

effective downwind message - A message that forecasts wind speed and direction at heights corresponding to preselected nuclear weapon yields.

effective range - That range at which a weapon or weapon system has a 50 percent probability of hitting a target.

electromagnetic pulse (EMP) - The high-energy, short duration pulse (similar in some respects to a bolt of lightning) generated by a nuclear detonation. It can induce a current in any electrical conductor, and can temporarily disrupt or overload and damage components of improperly protected or unprotected electronic equipment.

electronic counter-countermeasures (ECCM) - That division of electronic warfare involving actions taken to ensure friendly effective use of the electromagnetic spectrum despite the enemy's use of electronic warfare (EW). See *electronic warfare (EW)*; *electronic warfare support measures (ESM)*; *meaconing, intrusion, jamming, and interference (MIJI) report*.

electronic counter-countermeasures (ECCM) - Method of operation used to reduce the effects of jamming.

electronic countermeasures (ECM) - Actions taken to prevent or reduce enemy's effective use of the electromagnetic spectrum. Includes jamming and electronic deception. See *jamming*.

electronic deception - The simulation and/or manipulation of friendly electromagnetic radiations and the imitation of enemy electromagnetic radiations for deceiving the enemy. See *imitative electronic deception; manipulative electronic deception (MED)*.

electronic order of battle - Intelligence about the deployment of enemy element emitters in a given area.

electronic preparation of the battlefield (EPB) - EPB portrays the enemy's dispositions, capabilities, vulnerabilities to employ

electronic systems in their area of operation for electronic countermeasures, C2, surveillance, target acquisition, maneuver¹, CAS and airspace management.

electronic warfare (EW) - The use of electromagnetic energy to determine, exploit, reduce, or prevent hostile use of the electromagnetic spectrum and to ensure friendly use thereof. See *electronic counter-countermeasures (ECM)*; *electronic warfare measures (ECCM)*; *electronic countermeasures (ECM)*; *electronic warfare support measures (ESM)*.

electronic warfare support measures (ESM) - Actions taken to search for, intercept, locate, and identify enemy electromagnetic energy sources for the purpose of employing tactical friendly forces or exploitation for intelligence purposes. (See *electronic counter-countermeasures (ECM)*; *electronic warfare measures (ECCM)*; *electronic countermeasures (ECM)*; *electronic warfare (EW)*.)

embarkation - The loading of troops with their supplies and equipment into ships and/or aircraft.

emergency risk (nuclear) - A degree of risk where anticipated effects may cause some temporary shock and casualties, and may significantly reduce the unit's combat efficiency. Emergency risk is accepted only when absolutely necessary. It includes risks to unwarned, exposed personnel; to warned, exposed personnel; and to warned, protected personnel. See *degree of risk (nuclear)*; *moderate risk (nuclear)*; *negligible risk (nuclear)*; *troop safety*.

emplacement - 1. A prepared position for one or more weapons or pieces of equipment for protection against hostile fire or bombardment, and from which soldiers can execute their assigned tasks. 2. The act of fixing a gun in a prepared position so that it may be fired.

encirclement - The loss of freedom of maneuver resulting from enemy control of all ground routes of evacuation and reinforcement.

encircling force - A force employed in a pursuit to envelop an enemy force which has lost the capability to defend or delay in an organized fashion. It seeks to cut off escape routes and, with direct pressure forces, attacks and destroys the enemy force. See *direct pressure force*; *pursuit*.

end evening nautical twilight (EENT) - Time when the sun has dropped 12° beneath the horizon, and is the instant of last

available daylight for the visual control of limited ground operations. At the EENT, there is no further sunlight available.

end state - A statement within the restated mission that expresses what the commander envisions the battlefield to look like at the end of the mission.

enemy prisoners of war (EPW) operations - A military police mission dealing with the collection, evacuation, and internment of EPW.

engagement - Small conflicts between opposed divisional and smaller maneuver forces, usually lasting a few hours in duration. They may or may not lead to a battle.

engagement area (EA) - An area in which the commander intends to trap and destroy an enemy force with the massed fires of all available weapons. Engagement areas are routinely identified by a target reference point in the center of the trap area or by prominent terrain features around the area. Although engagement areas may also be divided into sectors of fire, it is important to understand that defensive systems are not designed around engagement areas, but rather around avenues of approach. Engagement areas and sectors of fire are not intended to restrict fires or cause operations to become static or fixed; they are used only as a tool to concentrate fires and to optimize their effects.

engineer battlefield assessment (EBA) - The engineer's tool in determining critical terrain, enemy and friendly engineer capabilities and missions information.

engineer reconnaissance and intelligence - The engineer's analysis of terrain which focuses on trafficability and enemy obstacle locations.

engineer reconnaissance patrol (IRD) - One of the three Soviet engineer reconnaissance elements. The engineer reconnaissance patrol is primarily responsible for providing the Combined Arms Commander with detailed information on potential march routes.

engineer observation post (INP) - One of the three soviet engineer reconnaissance elements. The engineer observation post is primarily responsible for gathering information on enemy engineer support and obstacle systems/characteristics.

engineer work coordination - The coordination of engineer effort within an area of operations facilitated by use of area and task assignments. See *engineer workline; terrain reinforcement*.

engineer workline - A line used to compartmentalize an operational area to indicate where specific engineer units have primary responsibility for the engineer effort. It may be used at division level to discriminate between the sector supported by division engineer assets and the sector supported by general support (GS) corps engineer units. *See engineer work coordination.*

enlisted terminal attack controller (ETAC) - Senior enlisted soldiers who perform the functions of the forward air controllers (FAC) at the maneuver company. ETACs are responsible for bringing aircraft onto the target.

envelopment - An offensive maneuver in which the main attacking force passes around or over the enemy's principal defensive positions to secure objectives to the enemy's rear. *See double envelopment; single envelopment; turning movement.*

essential elements of friendly information (EEFI) - The critical aspects of a friendly operation that, if known by the enemy, would subsequently compromise, lead to failure, or limit success of the operation and, therefore, must be protected from enemy detection.

estimate - *See estimate of the situation and staff estimate.*

estimate of situation - A problem-solving and decision-making aid for the commander and staff officer. The estimate of the situation is a logical thought process by which the commander considers all circumstances affecting the military situation and arrives at a decision as to the course of action to be taken to accomplish his mission.

evacuation - 1. A combat service support (CSS) function which involves the movement of recovered material from a main supply route (MSR), maintenance collecting point, and maintenance activity to higher levels of maintenance. 2. The process of moving any person who is wounded, injured, or ill to and/or between medical treatment facilities.

evaluation - The determination of the pertinence of information to the operation of, reliability of the source or agency, and accuracy of the information.

evasion and escape (E&E) - The procedures and operations whereby military personnel and other selected individuals can emerge from an enemy held or hostile area to areas under friendly control.

event template - A model against which enemy activity can be recorded and compared. It represents a sequential projection of events that relate to space and time on the battlefield, and they indicate the enemy's ability to adopt a particular course of action. Event templates differ from doctrinal/situational templates. They are not graphics inscribed on plastic or drawings of force dispositions, but lists of enemy action in chronological sequence. This template details significant enemy maneuver during the period from 7 days to 1 hour before attack, with each enemy action being an indicator of his intent. *See doctrinal template.*

execution matrix - A matrix order used in conjunction with an operations overlay that identifies specific subordinate units responsibilities with specific tasks or phases of an operation.

exfiltration - The removal of personnel or units from areas under enemy control by stealth, deception, surprise, or clandestine means.

existing obstacles - *See obstacles.*

exploitation - An offensive operation that usually follows a successful attack to take advantage of weakened or collapsed enemy defenses. Its purpose is to prevent reconstitution of enemy defenses, to prevent enemy withdrawal, and to secure deep objectives. *See pursuit.*

F

fallout - Radioactive particles produced by a nuclear detonation which fall from the nuclear cloud in a pattern determined primarily by wind factors. *See radiation dose; radiation dose rate; radiation status (RS).*

family of scatterable mines (FASCAM) - FASCAM consists of the two types of field artillery delivered projectiles: area denial artillery munitions (ADAM) and the remote antiarmor mine system (RAAMS).

feasibility analysis - Analysis conducted during the initial stages of course of action development to determine if the new concept meets the criteria for time (time correlated to distance, speed, system capabilities to project friendly and enemy actions), space (ground and air space necessary to conduct the mission), and means (force has the necessary combat power or proper equipment).

feint - An offensive operation intended to draw the enemy's attention away from the area of the main attack, which induces the enemy to move his reserves or to shift his fire support in reaction to the feint. Feints must appear real; therefore, some contact with the enemy is required. Usually a limited-objective attack ranging in size from a raid to a supporting attack is conducted. See *demonstration; display; ruse*.

FH frequency data - Data the receiver/transmitter operates on during frequency hopping; includes hopsets, lockout sets, FH sync time, and TRANSEC variable.

FH sync time - Clock in receiver/transmitter used for timing FH operations. The net control station is the timekeeper for net receiver/transmitter clocks.

field of fire - The area that a weapon or a group of weapons may effectively cover with fire from a given position.

field trains - The combat service support (CSS) portion of a unit at company and battalion level that is not required to respond immediately. At company level, supply and mess teams normally will be located in the field trains. A battalion's field trains may include mess teams, a portion of the supply section of the support platoon, a maintenance element, as well as additional ammunition and POL. Positioning of the field trains is dependent on such factors as the type of friendly operation underway, available suitable terrain, and intensity of enemy activity in the area. See *combat trains; unit trains*.

fighter liaison officer - A member of the tactical air control party (TACP) who meets all prerequisites of a forward air controller (FAC) and is qualified to control air strikes. He advises the air liaison officer (ALO) and ground commander's staff on the capabilities, limitations, and employment of close air support (CAS) resources. He also assists and advises in the development of CAS requests and coordinates CAS missions with the fire support element (FSE).

final coordination line (FCL) - A line close to the enemy position used to coordinate the lifting and shifting of supporting fires with the final deployment of maneuver elements. It should be recognizable on the ground. It is not a fire support coordination measure.

final protective fire (FPF) - An immediately available preplanned barrier of direct and indirect fire designed to provide close

protection to friendly positions and installations by impeding enemy movement into defensive areas.

final protective line (FPL) - A line selected where an enemy assault is to be checked by interlocking fire from all available weapons.

fire and movement - The simultaneous moving and firing by men and/or vehicles. This technique is primarily used during the assault of enemy positions.

firepower - The destructive force needed to defeat the enemy's ability and will to fight. Firepower eases maneuver by suppressing the enemy's fires, disrupting his movement, neutralizing his units, and destroying his combat power. Firepower may also be used independent of maneuver to destroy, delay, or disrupt uncommitted enemy forces.

firepower control team (FCT) - The naval team that is attached to a forward maneuver company that controls naval gunfire and USN and USMC close air support.

fire support - Assistance to those elements of the ground forces which close with the enemy such as infantry and armor units, rendered by delivering artillery and mortar fire, naval gun fire, and close air support (CAS). Fire support may also be provided by tanks, air defense artillery, and Army aviation.

fire support area (FSA) - A definite sea area assigned to an individual fire support ship or a fire support unit (more than one ship).

fire support coordination line (FSCL) - A line established by the appropriate ground commander to ensure coordination of fire not under his control but which may affect current tactical operations. The FSCL is used to coordinate fires of air, ground, or sea weapons systems using any type of ammunition against surface targets. The FSCL should follow well defined terrain features. The establishment of the FSCL must be coordinated with the appropriate tactical air commander and other supporting elements. Supporting elements may attack targets forward of the FSCL, without prior coordination with the ground force commander, provided the attack will not produce adverse surface effects on, or to the rear of, the line. Attacks against surface targets behind this line must be coordinated with the appropriate ground force commander. See *coordinated fire line*.

fire support coordination measures - Graphic symbols designed to facilitate the rapid engagement of target and provide safeguards for friendly troops.

fire support coordinator (FSCOORD) - The senior field artillery officer at each echelon above maneuver platoon level who serves as the principal advisor to the commander for the planning and coordination of all available fire support.

fire support element (FSE) - A functional portion of a force tactical operations center (TOC) that provides centralized targeting, coordination, and integration of fires delivered on surface targets by fire support means under the control of or in support of the force. This element is staffed from the field artillery headquarters or field artillery staff section of the force and representatives of other fire support means.

fire support execution matrix - A matrix prepared by the fire support officer (FSO) during the fire support planning sequence designed to assist in the execution of the fire support plan.

fire support officer (FSO) - See *FSCOORD*.

fire support plan - A plan on how fire support will be used to support an operation. It should include a portion for each means of fire support involved.

fire support section (FSS) - The section that assists the FSO in performing his duty.

fire support team (FIST) - In fire support operations, a team comprised of a team chief (field artillery lieutenant) and the necessary additional personnel and equipment required to plan, request, coordinate, and direct fire support efforts for company-sized units.

fix - Actions taken to prevent the enemy from moving any part of his forces from a specific location and/or for a specific period of time by holding or surrounding them to prevent their withdrawal for use elsewhere. See *block; contain*.

fix effect - See *obstacle effect*.

fixing - Keeping as many weapons systems and equipment operational for the battle.

flank guard - A security element operating to the flank of a moving or stationary force. See *security operations*.

flashblindness (dazzle) - A temporary loss of vision caused by exposure to intense light. Flashblindness from a nuclear burst during daylight hours persists for about 2 minutes for personnel facing directly toward the burst or reflective surface. At night, flashblindness affects almost all personnel in the target area. A similar effect may be induced in image intensification devices by intense illumination. See *thermal radiation*.

flight lead - Leading aircraft to the landing zone. Flight speed is adjusted as needed to allow for preplanned SEAD and artillery prep fires.

follow and support force - A committed force which follows a force conducting an offensive operation, normally an exploitation or pursuit. Such a force is not a reserve but is committed to accomplish any or all of these tasks: destroy bypassed units; relieve in place any direct pressure or encircling force which has halted to contain the enemy; block movement of reinforcements; secure lines of communication (LOC); guard prisoners, key areas, and installations; secure key terrain; and control refugees.

follow-up echelon - Forces moved into the objective area after the assault echelon of an airborne, airmobile, air assault, or amphibious operation to sustain the defense and to conduct offensive operations as part of the larger force after linkup. Normally, it includes follow up elements of the assault units, maintenance unit headquarters, and elements of the supply and service battalion. See *assault echelon; rear echelon*.

follow-up supply - Initial resupply which is delivered by air directly to forces in the airhead. It is prepackaged on a unit basis for automatic or oncall delivery.

force protection - All actions taken to protect and sustain a military force.

ford - A shallow part of a body of water that can be crossed without bridging, boats, or rafts. A location in a water barrier where the physical characteristics of current, bottom, and approaches permit the passage of personnel and/or vehicles and other equipment that remain in contact with the bottom.

forms of maneuver - The general orientation of a force approaching an enemy. The three basic forms of maneuver are the frontal attack,

penetration, and the envelopment. See *attack; envelopment; penetration*.

forward air controller (FAC) - A member of the tactical air control party (TACP) who, from a ground or airborne position, controls aircraft engaged in close air support (CAS) of ground forces. See *air liaison officer (ALO)*.

forward area alerting radars (FAAR) - The radars used by air defense artillery to provide early warning of enemy (inbound) aircraft.

forward arming and refueling point (FARP) - A temporary facility that is organized, equipped, and deployed by an aviation unit commander, and located closer to the area of operation than the aviation unit's combat service support (CSS) area. It provides fuel and ammunition necessary for the employment of helicopter units in combat.

forward artillery intelligence officer (FAIO) - Artillery officer working in the corps tactical operations center support element to monitor and select critical target information and expedite it to the fire support system.

forward edge of the battle area (FEBA) - The forward limit of the main battle area (MBA). See *main battle area MBA*.

forward line of own troops (FLOT) - A line that indicates the most forward positions of friendly forces in any kind of military operation at a specific time. The FLOT may be at, beyond, and short of the FEBA, depicting the nonlinear battlefield.

forward observer - An observer with forward troops trained to call for and adjust supporting fire and pass battlefield information.

forward operational base (FOB) - A command, control, and support element established by a special forces operational base (SFOB). It normally is established for specific missions requiring a separate command and control headquarters reporting directly to a joint unconventional warfare command/joint unconventional warfare task force (JUWC/ JUWTF). The organization, mission, and functions parallel those of a SFOB, but on a reduced scale. An FOB also is established to extend the span of control when distances involved preclude effective command or support of deployed operational elements. The organization and functions of the FOB will vary with the mission; duration and scope of operations; and security,

communications, administrative, and logistical support requirements. See *special forces operational base (SFOB)*.

forward support battalion (FSB) - A direct support battalion provided by the division support command consisting of a maintenance company, a transportation company, and a medical company. The FSB normally locates the majority of its assets in the BSA.

fragmentary order (FRAGO) - An abbreviated form of an operation order (OPORD) used to make changes in missions to units and to inform them of changes in the tactical situation.

free fire area (FFA) - A specific designated area into which any weapon system may fire without additional coordination with the establishing headquarters.

frequency hopping (FH) - ECCM method of operation. Receiver/transmitter circuits automatically change frequencies rapidly.

front - 1. The lateral space occupied by an element measured from the extremity of one flank to the extremity of the other flank. The unit may be extended in a combat formation or occupying a position, depending on the type operation involved. 2. The line of contact of two opposing forces. See *frontage*.

frontage - The width of the front plus that distance beyond the flanks covered by observation and fire by a unit in combat. See *front*.

frontal attack - See *attack*.

FSO - See *FSCOORD*.

fueling - The providing of fuels to weapons systems and other equipment.

fully capable - Indicator used to identify a collection asset that is completely capable of collecting the required information.

G

Gain contact with enemy - See movement to contact.

gap - 1. Any break or breach in the continuity of tactical dispositions or formations beyond effective small arms coverage. 2. A portion of a minefield of specified width, in which no mines have been laid, to enable a friendly force to pass through the minefield in tactical formation. See lane.

GC - Geneva Convention Relative to the Protection of Civilian Persons in Time of War, 1949. Affords a protected status to non-combatant civilians who remain in a theater of military operations.

general collecting point - See collecting point.

general court martial (GCM) - A military court of law empowered to hear, try, and adjudge the most severe cases and penalties. Consists of a judge, at least five voting members, a trial counsel, a defense counsel, and a recorder. One third of the court members may be enlisted if the accused is also enlisted, and has requested that members of the court be enlisted.

general support (GS) - Support that is given to the supported force as a whole and not to any particular subdivision thereof.

general support (GS) artillery - Artillery that executes the fire directed by the commander of the unit to which it organically belongs or is attached. It fires in support of the operation as a whole rather than in support of a specific subordinate unit. See direct support (DS) artillery; general support reinforcing (GSR); reinforcing (artillery).

general support reinforcing (GSR) - A tactical artillery mission. GSR artillery is assigned the mission to support the force as a whole and provide reinforcing fires for another artillery unit. See direct support (DS) artillery; general support (GS) artillery; reinforcing (artillery).

Geneva Convention Relative to the Treatment of Prisoners of War, 1949 (GPW) - Geneva Convention Relative to the Treatment of Prisoners of War, 1949. Provides for the humane treatment of prisoners of war. Affords protected status while in the custody of the detaining power. Defines prisoners of war. Establishes methods for inspections by protecting powers.

Geneva Convention for the Amelioration of the Wounded and Sick in the Field, 1949 (GWS) - Geneva Convention for the Amelioration of the Wounded and Sick in the Field, 1949. Provides for the humane treatment of sick and wounded combatants on the battlefield. Affords protected status to medical personnel and facilities, and to the wounded who have given up the fight in order to tend to their wounds.

graves registration - The collection, identification, and evacuation of casualties.

grazing fire - Fire approximately parallel to the ground where the center of the cone of fire does not rise above 1 meter from the ground.

grid azimuth - See azimuth.

grid coordinates - The easting and northing values (of a grid) that designate the location of a point in respect to the grid. Coordinates usually are expressed to the nearest 100, 10, or 1 meter, with the easting and northing values combined into a single expression. Examples: 329378 (nearest 100 meters); 32943785 (nearest 10 meters); or 3294837853 (nearest 1 meter).

ground surveillance radar (GSR) - A division intelligence collection asset; usually in support of a maneuver brigade. Has capability to detect personnel and equipment.

ground tactical plan - An airborne or air assault operational plan covering the conduct of operations in the objective area. See *air movement plan; landing plan; marshaling plan*.

ground/vehicular laser locator designator (G/VLLD) - A two man portable long-range designator for precision guided semiactive laser weapons. G/VLLDs give the FO accurate observer target distance, vertical angle and azimuth data, out to 9,999 meters.

ground zero (GZ) - The point on the surface of the earth at, or vertically below or above, the center of a planned or actual nuclear detonation. See *desired ground zero (DGZ)*.

group of targets - Two or more targets on which fire is desired simultaneously. A group of targets is designated by a letter-number-letter combination or a nickname.

guard force - See *security operations*.

guard operations - See *security operations*.

guerrilla warfare - Military and paramilitary operations conducted in enemy-held or hostile territory by irregular, predominantly indigenous forces. It is conducted to complement, support, or extend conventional military operations. See *unconventional warfare*.

guided bomb unit (GBU) - One of two types of guided bombs in the Air Force inventory.

gun-target line - An imaginary straight line from the gun to the target.

H

habitual association - The close and continuous relationship established between support elements and the combat units they support or between combat units which frequently are cross-attached to ensure a mutual understanding of operating procedures and techniques and to increase overall responsiveness.

handover line - A control measure (usually a phase line) preferably following easily defined terrain features, at which responsibility for the conduct of combat operations is passed from one force to another. See *phase line (PL), battle handover line*.

hasty attack - See *attack*.

hasty breach - The breach of an obstacle or obstacles conducted to maintain the momentum of an attack by attempting to breach "in stride" as obstacles are encountered. It can be conducted by a unit of any size, but is best accomplished with the assets of a task force. It will normally be conducted by combat elements. See *breach*.

hasty defense - A defense normally organized while in contact with the enemy or when contact is imminent and time to organize is limited. It is characterized by improvement of the natural defensive strength of the terrain by utilization of foxholes, emplacement, and obstacles. See *deliberate defense*.

hasty river crossing - The crossing of a water obstacle using crossing means at hand or readily available without pausing to make elaborate preparations.

height of burst (HOB) - The vertical distance from the earth's surface or target to the point of burst. See *desired ground zero (DGZ); ground zero (GZ)*.

herringbone - An arrangement of vehicles at left and right angles to the line of march used to establish security during an unscheduled halt.

hexachloroethane (HC) - The projectile that contains canisters loaded with colored smoke composition. These base ejecting canisters can be used to produce a variety of colored smoke for screening, spotting, or signaling purposes.

h-hour - The specific hour on D-day at which a particular operation commences is known as H-hour. It may be the commencement of hostilities; the hour at which an operation plan (OPLAN) is executed or is to be executed (as distinguished from the hour the order to execute is issued); or the hour that the operation phase is implemented. The highest command or headquarters coordinating planning will specify the exact meaning of H-hour within the above definition. When several operations or phases of an operation are being conducted in the same area on D-day and confusion may arise over the use of the same hour designation, the letters F, L, S, W, and Y may be used. When this is done, the letters used and their meaning must be stated in the plan or order. Reference to hours preceding or following H-hour will be referred to by using a plus or minus sign and an Arabic numeral following the letter H. For example: H-3 is 3 hours prior to H-hour; H+7 is 7 hours after H-hour. If a time element other than hours is expressed, it must be spelled out (such as H+30 minutes). See *D-day*.

hide - The positioning of a vehicle, individual, or unit so that no part is exposed to observation or direct fire. See *defilade; hull-down; turret down*.

hide force - A high risk defensive technique where a force stays behind or hides on advantageous terrain forward of the FEBA, establishes a perimeter defense in covered and concealed positions, allows the enemy force to pass, then attacks. Same as *stay-behind force*.

high-angle fire - 1. Fire delivered at angles of elevations greater than the elevation that corresponds to the maximum range of the gun

and ammunition concerned. 2. Fire, the range of which decreases as the angle of elevation is increased.

high density airspace control zone (HIDACZ) - Airspace of defined dimensions, designated by the airspace control authority, in which there is a concentrated employment of numerous and varied weapons/airspace users.

high explosive incendiary (HEI) - Ammunition type that is used with the 20mm and 25mm guns.

high payoff target (HPT) - Targets which, if successfully attacked, would contribute substantially to the success of the maneuver commander's plans. See *high value target (HVT)*.

high payoff target list (HPTL) - List identifying the HPTs for a specific point in the battle in the order of their priority.

high value target (HVT) - A target whose loss to the enemy can be expected to contribute to substantial degradation of an important battlefield function. See *high payoff target (HPT)*.

high value target list (HVTL) - The HVT list identifies certain HVTs nominated to be high payoff targets.

holding area - 1. A site located between assembly areas or forward area fueling points (FARPs) and battle positions (BPs) that may be occupied for short periods of time by attack helicopters while coordination is being made for movement into BPs. It should provide good cover and concealment and an area for the aircraft to hover or land. 2. Nearest covered and concealed position to the pickup zone (PZ) or crossing site where troops are held until time for them to move forward.

holding line - In retrograde river crossing operations, the outer limit of the area established between the enemy and the water obstacle to preclude direct and observed indirect fires into crossing areas. See *bridgehead line*.

holding memory - Memory in the receiver/transmitter used when sending, loading or retrieving fill data.

hostile criteria - Description of conditions under which an aircraft or vehicle may be identified as hostile for engagement purposes.

hull-down - the positioning of an armored vehicle so that the muzzle of the gun/launcher is the lowest part of the vehicle exposed to the front. *See hide; turret-down.*

HUMINT - Collection of intelligence by human collection assets.

I

ice fog - weather effect that may occur at -22 degrees F when moisture or water vapor (caused by vehicle emissions, missile firing or artillery firing) freezes.

identification, friend or foe (IFF) - A system using electromagnetic transmissions to which equipment carried by friendly forces automatically responds, for example, by emitting pulses, thereby distinguishing themselves from enemy forces.

identification smoke - Smoke employed to identify targets, supply and evacuation points, friendly unit perimeters, and for prearranged battlefield communications.

illumination (ILLUM) - A projectile that provides illumination for a designated area or can be used for signaling.

imagery intelligence - Intelligence derived from imagery produced by radar infrared, and photographic sensors generally carried by overhead platforms.

imitative electronic deception (IED) - Imitating enemy electromagnetic radiation (predominately communications) after intruding his electromagnetic channels to deceive him or to disrupt his operations. *See electronic deception; manipulative electronic deception (MED).*

immediate (I) - An entry used in the attack guidance "When" column. Immediate indicates the attack on the target starts as soon as possible or immediately.

immediate mission request - A request for an airstrike or reconnaissance mission that by its nature could not be identified sufficiently in advance to permit detailed mission consideration and planning.

immediate permanent ineffectiveness, 8,000 cGy (rads) - Personnel become ineffective within 3 minutes of exposure and remain ineffective for any task until death. Death occurs within 1 day.

immediate transient ineffectiveness - Personnel become ineffective for any task within 3 minutes of exposure and remain so for approximately 7 minutes, independent of the physical demands of the task. Personnel recover to greater than 75 percent of their pre-exposure performance levels at around 10 minutes post-exposure and remain so for around 30 minutes. At around 40 minutes post-exposure, personnel become performance degraded and remain so for around 5 hours for undemanding tasks (2 hours for demanding tasks), at which time it is expected that radiation sickness symptoms will be present in sufficient severity to render the personnel ineffective. The personnel will remain ineffective until death occurs in 5-6 days.

indirect fire - Fire delivered on a target which cannot be seen by the firing unit.

induced radiation - Radiation produced as a result of soil elements and/or material being exposed to a strong neutron force.

infiltration - 1. The movement through or into an area or territory occupied by either friendly or enemy troops or organizations. The movement is made, either by small groups or by individuals, at extended or irregular intervals. When used in connection with the enemy, it implies that contact is avoided. 2. When used in conjunction with a tactical vehicular march, vehicles are dispatched individually or in small groups at irregular intervals to reduce density and prevent undue massing of vehicles.

infiltration lane - A lane through enemy occupied area under stealth. *See lane.*

information briefing - *See briefing.*

information requirements - Items of information regarding the enemy and his environment which need to be collected and processed in order to meet the intelligence requirements of a commander. *See priority intelligence requirements (PIR).*

information security (INFOSEC) - Measures taken to control, and protect classified and unclassified information from unauthorized disclosure, interception, and analysis.

initial nuclear effects - All initial effects which include nuclear radiation, blast, thermal, and electromagnetic pulse (EMP).

initial point (IP) - An easily identified geographical point in friendly held ground.

initiative - AirLand Battle Tenet. Setting or changing the terms of battle by action.

insertion - 1. Placement of troops and equipment into an operational area in air assault operations. 2. The placement of observation posts (OPs), patrols, or raiding parties either by helicopter or parachute.

in-stride or hasty breach - See *breach*.

integration - The cohesion of the battle staff as a group. Battle staff integration is the force (manifested by group structure and function) which melds together the roles, attitudes, and activities of its members.

intelligence - The product resulting from the collection, evaluation, analysis, integration, and interpretation of all available information concerning an enemy force, foreign nations, or areas of operations and which is immediately or potentially significant to military planning and operations. See *combat intelligence*.

intelligence cycle - A four phase, continuous cycle of actions that converts battlefield information into combat intelligence. See *combat intelligence*.

intelligence estimate - A written or mental staff process that assesses what the enemy is doing now and what we conclude he will do in the future.

intelligence preparation of the battlefield (IPB) - A systematic approach to analyzing the enemy, weather, and terrain in a specific geographic area. It integrates enemy doctrine with the weather and terrain as they relate to the mission and the specific battlefield environment. This is done to determine and evaluate enemy capabilities, vulnerabilities, and probable courses of action.

intelligence workbook - A written document prepared by the intelligence section that contains intelligence information; arranged by subject heading.

interdict - 1. To isolate or seal off an area by any means; to deny use of a route or approach. 2. To prevent, hinder, or delay the use of an area or route by enemy forces.

interdiction fire - Fires placed on an area or point to prevent the enemy from using the area or point.

interdiction minefields - Minefields placed on the enemy or his rear areas using air or artillery delivered scatterable mines.

intermediate echelon - The support level that provides general support logistical services to the Army in the field. Provides the theater army and corps sustaining base.

interoperability - The ability of systems, units, or forces to provide services to and accept services from other systems, units, or forces and to use the exchanged services to enable them to operate effectively together.

intervisibility - The condition of being able to see one point from another. This condition may be altered or interrupted by weather, smoke, terrain masking, dust, or debris.

J

jamming - The deliberate radiation, reradiation, or reflection of electromagnetic energy to prevent or degrade the receipt of information by a receiver. It includes communications jamming and noncommunications jamming. *See barrage jamming; communications jamming; electronic counter-measures (ECM); spot jamming.*

joint air attack team (JAAT) - A combination of US Army attack and scout aircraft and US Air Force close air support (CAS) aircraft operating together to locate and attack high priority, lucrative targets such as tanks and other targets of opportunity. It normally operates in a coordinated effort with fire support, air defense artillery, and ground maneuver forces against enemy armored formations, command vehicles, and enemy air defense weapons systems.

joint operation - An operation carried on by two or more of the armed forces of the United States.

joint task force (JTF) - A force composed of assigned or attached elements of the Army, the Navy, the Marine Corps, and the Air Force, or two or more of these Services, which is constituted and so designated by the Secretary of Defense (SECDEF), or by the commander of a unified command, a specified command, or an existing JTF.

joint unconventional warfare command/joint unconventional warfare task force (JUWC/JUWTF) - A force composed of unconventional warfare (UW) forces of two or more services which is constituted by the Secretary of Defense (SECDEF) or by the commander of a unified command, a specified command, or an existing joint task force (JTF) .

K

key terrain - Any locality or area the seizure, retention, or control of which affords a marked advantage to either combatant.

killed in action (KIA) - A soldier killed as a direct result of an enemy engagement. All others are considered non-battle deaths.

L

landing area - That part of the objective area in which landing operations of an amphibious task force are conducted. It includes the sea, air, and land areas required for executing and supporting the landing, and for establishing the beachhead selected by the landing force commander.

landing beach - That portion of usable coastline usually required for the assault landing of a battalion landing team or similar unit.

landing plan - An airborne, air assault, or air movement plan prescribing the sequence, place of arrival, and method of entry into the objective area. The purpose of the plan is to get the correct units to the correct place in the correct order to properly execute the ground tactical plan. *See air movement plan; ground tactical plan; marshaling plan.*

landing site - 1. A continuous segment of coastline over which troops, equipment, and supplies can be landed by surface means. While of minimum length to contain at least one landing beach, a landing site is restricted in maximum length only by the extent of usable, uninterrupted coastline. 2. A location where aircraft take off and land.

landing zone (LZ) - A specified zone within an objective area used for landing aircraft.

landing zone control party - A group of personnel specially trained and equipped to establish and operate communication and signal

devices from the ground for traffic control of aircraft/helicopters for a specific landing zone (LZ). See *pathfinders*.

lane - A clear route through an obstacle. A lane for foot troops is a minimum of 1 meter in width and may be further expanded. A foot lane is marked with tracing tape along its center line. A single lane for vehicles is a minimum of 8 meters in width; a double lane is at least 15 meters in width. Vehicle lanes are marked by any means available. See *gap*.

latent lethality (LL), 650 cGy(rads) - 1. Physically undemanding tasks. Personnel become performance degraded within 3 hours of exposure, and remain so until approximately 2 days, post-exposure, at which time they will experience a 6-day recovery period of combat effectiveness. At 8 days, post-exposure, personnel will relapse into degraded performance and remain so until 4 weeks, post-exposure. At this time personnel will begin exhibiting radiation sickness symptoms of sufficient severity to render them ineffective. They will remain ineffective until their death in approximately 6 weeks, post-exposure. 2. Physically demanding tasks. Personnel become performance degraded within 2 hours of exposure and remain so for 3 weeks, at which time radiation sickness symptoms will be present in sufficient severity to render the individuals ineffective. Personnel will remain ineffective until death in approximately 6 weeks, post-exposure.

lateral boundaries - See *boundary*.

law and order (LO) operations - A military police mission that includes law enforcement, criminal investigation, and the confinement of US military prisoners.

least separation distance (LSD) - Minimum distance in meters that a designated ground zero must be separated from an object to preclude damage or preclude obstacles with 90 percent assurance. See *desired ground zero (DGZ)*; *minimum safe distance (MSD)*; *preclusion of damage*; *preclusion of obstacles*; *preclusion oriented analysis*; *target oriented analysis*.

liaison - That contact or intercommunication maintained between elements of military forces to ensure mutual understanding and unity of purpose and action.

lift - One sortie (picking up and delivering cargo to a landing zone) of all utility and cargo aircraft assigned to a mission.

light line (LL) - A designated line forward of which vehicles are required to use black-out lights at night.

limit of advance (LOA) - An easily recognized terrain feature beyond which attacking elements will not advance.

limited visibility operations - Operations conducted at night and during other periods of reduced visibility.

line - An arrangement of vehicles and/or personnel which (1) permits maximum fire to front or rear, and a minimum of fire to the flanks; (2) is difficult to control; (3) does not provide as much depth as a column formation; (4) permits closure on an objective in the least amount of time; (5) and is used when emerging from creeks, smoke, wooded areas, and for the assault of objectives.

line of contact (LC) - A general trace delineating the location where two opposing forces are engaged. *See line of departure (LD); line of departure is line of contact (LD/LC); forward edge of battle area (FEBA); forward line of own troops (FLOT).*

line of communication (LOC) - Routes (land, water, and air) that connect an operating military force with one or more bases of operations and along which supplies and military forces move.

line of departure (LD) - A line designated to coordinate the commitment of attacking units or scouting elements at a specified time. A start line. *See line of contact (LC); line of departure is line of contact (LD/LC).*

line of departure is line of contact (LD/LC) - The designation of forward friendly positions as the LD when opposing forces are in contact. *See line of contact (LC); line of departure (LD).*

line of communication (LOC) - All the routes (land, water, and air) that connect an operating military force with one or more bases of operations and along which supplies and military forces move.

linkup - A meeting of friendly ground forces (such as when an advancing force reaches an objective area previously seized by an airborne or air assault force, when an encircled element breaks out to rejoin friendly forces, or when converging maneuver forces meet). *See linkup point.*

linkup point - An easily identifiable point on the ground where two forces conducting a linkup meet. When one force is stationary,

linkup points normally are established where the moving force's routes of advance intersect the stationary force's security elements. Linkup points for two moving forces are established on boundaries where the two forces are expected to converge. See *linkup*.

load - 1. The total amount of personnel and equipment moved by a specific aircraft. 2. Each aircraft within a lift. See *lift*.

loading - Putting electronic control data in the receiver/transmitter memories.

local area network - A network that supports one specific functional area or organization.

local fill - receiver/transmitter is loaded with hopset, lockout set, or TRANSEC variable by an ECCM fill device or tape reader.

local air defense warnings (LADWs) - While air defense warnings (ADWs) describe the probability of hostile air action over the entire area of operations, local air defense warnings (LADWs) tell with certainty what the air threat is for a specific part of the battlefield, **right here and right now**. There are three local air defense warnings. They are:

 -- *Dynamite* Aircraft are inbound or attacking now. Response is immediate.

 -- *Lookout* Aircraft are in the area of interest but are not inbound, or are inbound but there is time to react.

 -- *Snowman* No aircraft pose a threat at this time.

local security - Those security elements established in the proximity of a unit to prevent surprise by the enemy.

lockout set - Data which prevents transmission/reception on particular frequencies; used for FH by all receiver/transmitters using the hopset that needs the lockout set (lockout set data might not be needed for some hopsets).

lodgement - The initial establishment of a force in an area that is either hostile or potentially hostile, with the intention to expand the area of operations with a follow-on force. See *airhead* or *beachhead*.

lodgement area - See *airhead*; *beachhead*.

log cribs - Either two, three, or four-sided log obstacles, usually interlocked or reinforced and filled with debris. Their principal use is at check points but can be used to reinforce either another obstacle or crib.

logistic constraint - 1. A constraint in terms of numbers of standard obstacles by type, as defined by unit SOP, given to all tactical commanders developing obstacle plans. Materials, transportation, and construction effort availability in specific sectors dictate the constraint. Its purpose is to keep obstacle plans within limits which can reasonably be accomplished. 2. Any other logistic shortage which impacts on tactical operations. See *obstacle plan*.

logistics - The planning and carrying out of the movement and the maintenance of forces. In its most comprehensive sense, those aspects of military operations which deal with (1) design and development, acquisition, storage, movement, distribution, maintenance, evacuation, and disposition of material; (2) movement, evacuation, and hospitalization of personnel; (3) acquisition or construction, maintenance, operation, and disposition of facilities; and, (4) acquisition or furnishing of services.

logistics estimate - A formal directive of the commander announcing the plan to provide administrative and logistical support for the operation.

logistics package (LOGPAC) - Method of resupply where resupply elements are formed into a standardized grouping or "packages" and moved forward during routine daily resupply.

logistic release point (LRP) - A predetermined point on the ground that is designated by the S4 to coordinate the movement of LOGPACs forward to the company teams.

lookout - Local air defense warning (LADW) where aircraft are in the area of interest but are not inbound, or are inbound but there is time to react. See local air defense warnings.

low level flight - A flight pattern that maintains a constant heading, altitude, and airspeed to facilitate speed and ease of movement, while minimizing the threat of detection. This mode of flight is generally only used in rear areas. See *terrain flight*.

low-level transit route (LLTR) - A temporary corridor of defined dimensions which facilitates the low-level passage of friendly

aircraft through friendly air defenses and controlled or restricted airspace.

M

magnetic azimuth - See azimuth.

mail address only (MAO) - A number which allows the APO to manage mail for a specific unit.

main attack - See attack.

main battle area (MBA) - That portion of the battlefield extending rearward from the forward edge of the battle area (FEBA) and in which the decisive battle is fought to defeat the enemy attack. Designation of the MBA includes the use of lateral and rear boundaries. For any particular command, this area extends from the FEBA to the rear boundaries of those units comprising its main defensive forces. See *forward edge of the battle area (FEBA)*.

main body - 1. The principal part of a tactical command or formation. It does not include detached elements of the command such as advance guards, flank guards, covering forces, etc. 2. In a motor column, all vehicles exclusive of the column head, trail, and control vehicles which consist primarily of the vehicles carrying the bulk of the cargo or troops within the column.

main command post (CP) - The main CP consists of those staff activities involved in controlling and sustaining current operations and in planning future operations. The main CP normally operates under control of the chief of staff. In addition to the chief of staff, the main CP consists of G1, G2, G3, and G4 elements; fire support and chemical elements, tactical air control party (TACP) element, and an Army airspace command and control (A2C2) element consisting of air defense artillery (ADA) and Army aviation staff elements. The main CP exercises command and control (C2) of the current operation in cases where a tactical CP is not employed. See *command post (CP)*; *rear command post (CP)*; *tactical command post (CP)*.

main effort - The most important task to be accomplished within the commander's concept of the operation.

main supply route (MSR) - The route or routes designated within an area of operations on which the bulk of traffic flows in support of military operations.

main support battalion (MSB) - The support battalion that provides DS supply support to division units located in the DSA and backup support, intermediate DS maintenance support, and field services support to each of the forward support battalions.

maintain contact with enemy - Actions taken to prevent the enemy from disengaging.

maintenance collecting point - *See collection point.*

maintenance platoon - The element that performs all unit maintenance on the task force's equipment except communications security (COMSEC) and medical equipment.

maintenance support teams (MST) - Maintenance repair teams dispatched from the forward support battalion to provide DS support.

maintenance time guidelines - Time constraints established by the commander based on the tactical situation, tools, skills, and repair parts available to guide the repair, recovery, or evacuation decision.

maneuver - *A principle of war.* The movement of forces supported by fire to achieve a position of advantage from which to destroy or threaten destruction of the enemy.

manipulative electronic deception (MED) - The manipulation of friendly electromagnetic radiations by measures such as traffic leveling, providing false traffic peaks, and padding traffic to deceive the enemy as to the intentions of friendly units. *See electronic warfare (EW); imitative electronic deception (IED).*

manning - Supports the commander by preserving the task force's fighting strength and supports the soldier by contributing to his health, morale, and welfare.

manual for courts martial (MCM) - One of three sources of military law for the Army. The MCM provides a list of offenses, rules of evidence, and a Table of Maximum Sentences for each offense. Provides procedures for the three types of courts martial and non-judicial punishment. Appendix 2 always contains the Uniform Code of Military Justice.

map - A graphic representation, usually on a plane surface and at an established scale, of natural and manmade features on the

surface of a part or whole of the earth. These features are positioned relative to a coordinate reference system.

Large-scale map. A map having a scale of 1:75,000 or larger.

Medium-scale map. A map having a scale larger than 1:600,000 and smaller than 1:75,000.

Small-scale map. A map having a scale smaller than 1:600,000.

Topographic map. A map which presents the vertical position of features in measurable form as well as their horizontal position.

march column - All elements of a force using the same route for a single movement under the control of a single commander. Whenever possible, a force marches over multiple routes to reduce closing time. A large column may be composed of a number of subdivisions, each under the control of a subordinate commander. March columns, regardless of size, are composed of three elements: a **head**, a **main body**, and a **trail party**.

The **head** refers to the first vehicles of the column which normally set the pace.

The **main body** is comprised of the major elements of column serials and march units. A serials is a major subdivision of a march column. A serial is organized as a single unit under one commander for planning, regulation, and control. A battalion task force usually forms into a serial. A **march unit** is a subdivision of a serial and is normally a squad, section, platoon, company, troop, or battery. It moves and halts under the control of a single commander using voice, visual signals, or radio when no other means of communication can be used.

The **trail party** follows the march column and includes personnel and equipment necessary for emergency repair and recovery of vehicles, medical aid and evacuation, and unscheduled refueling.

march unit - A unit that moves and halts at the order of a single commander. Within divisions, march units are normally company, battery, or troop size.

marginally capable - Indicator used to indicate unit that is not capable of collecting the required information.

marshaling - 1. The process by which units participating in an amphibious, airborne, or air assault operation assemble or move to temporary camps in the vicinity of embarkation points to complete preparations for combat or to prepare for loading. 2. The process of assembling, holding, and organizing supplies and/or equipment, especially transport vehicles, for onward movement. *See staging area.*

marshaling area - 1. The general area in which unit preparation areas and departure airfields may be located and from which air movement is initiated. 2. In amphibious operations, the designated area in which, as part of the mounting process, units are reorganized for embarkation; vehicles and equipment are prepared to move directly to embarkation areas; and housekeeping facilities are provided for troops by other units.

marshaling plan - An airborne operational plan by which units of the force complete final preparation for combat, move to departure airfields, and load for takeoff. It begins when elements of the force are literally "sealed" in marshaling areas and it terminates at loading. *See air movement plan; ground tactical plan; landing plan.*

masking - Using terrain to protect an air system from visual and electronic observation or detection.

mass - 1. The concentration of combat power at the decisive time and place. **A principle of war.** 2. To concentrate or bring together fires, so as to mass fires of multiple weapons or units. 3. The military formation in which units are spaced at less than normal distances and intervals.

massed fire - Fire from a number of weapons directed at a single point or small area.

master radio - Radio in a FH radio net which is operated in FH-M mode; normally operated by the net control station.

meaconing, intrusion, jamming, and interference (MIJI) report - A report to record and report interference experienced with communications which was not determined to be caused by locally generated spurious signals or technical difficulties. This report is prepared based on an interference report forwarded from the unit/element that initially experienced the interference. The unit-level interference report is transmitted by the fastest and

most secure means available. For purposes of the report, the following definitions apply:

Meaconing. Enemy transmission of false navigational signals to confuse or hinder the navigation of aircraft and ships and to confuse ground stations.

Intrusion. The intentional insertion of radio signals into friendly transmissions to deceive or confuse the system operator.

Jamming. The deliberate radiation of electromagnetic energy to prevent or degrade the receipt of information by a friendly receiver.

Interference. Any natural or manmade radiation of electrical energy that causes difficulty in the reception of signals. For the purpose of a MIJI report, interference is any unidentified radiation that causes an undesirable effect on friendly communications and noncommunications equipment.

meal ready to eat (MRE) - Individual combat rations that require little or no preparation and can be heated or eaten as they are.

medical platoon - Element of a maneuver battalion that sorts, treats, and evacuates the sick and wounded soldiers for the task force. Also stocks medical supplies for the task force and provides all medical supply support.

medical service support - Category of CSS function that provides medical support to include preventive medicine, treatment, and evacuation of casualties.

meeting engagement - A combat action that occurs when a moving force, incompletely deployed for battle, engages an enemy at an unexpected time and place. The enemy force may be either stationary or in motion.

member radio - Any radio in a FH radio net other than the master radio.

military crest - An area on the forward slope of a hill or ridge from which maximum observation covering the slope down to the base of the hill or ridge can be obtained. See *topographical crest*.

military decision-making process - A systematic, mental thought process or structure to problem solving.

military intelligence aerial exploitation (AE) battalion - Part of the corps military intelligence brigade. Provides GUARDRAIL, QUICKLOOK, and QUICKFIX signal intelligence and aerial jamming capability. The MOHAWK provides imagery intelligence in the form of straight photographic images, or side looking airborne radar (SLAR) images.

military operations on urbanized terrain (MOUT) - All military actions planned and conducted on a topographical complex and its adjacent natural terrain where man-made construction is the dominant feature. It includes combat-in-cities, which is that portion of MOUT involving house-to-house and street-by-street fighting in towns and cities. See *built-up area*.

military police (MP) response forces - See *rear battle response forces*.

MILPERCEN - Total Army Military Personnel Center. Now known as PERSCOM. See *PERSCOM*. The senior headquarters for all personnel units in the United States Army. Conducts all personnel support for the US Army.

mine clearing line charge (MICLIC) - A rocket-propelled explosive line charge used to clear a path 100 meters long and 14 meters wide through a minefield.

minefield - An area of ground containing mines laid with or without pattern.

minimum range - 1. The lowest range setting of a weapon at which the projectile will clear an obstacle or friendly troops between the weapon and the target. 2. The shortest distance to which a weapon can fire from a given position. 3. The range at which a projectile or fuse will be armed.

minimum risk route (MRR) - A temporary measure to establish flight routes recommended for Air Force use which present a minimum of known hazards to low flying aircraft. It is generally the same as the next measure, the low level transit route. It can start at the corps rear boundary and go forward to the FLOT. MRR is a standard NATO term.

minimum safe distance (MSD) - The minimum distance in meters from desired ground zero (DGZ) at which a specific degree of risk and vulnerability will not be exceeded with a 99 percent assurance. See

desired ground zero (DGZ); least separation distance (LSD); troop safety.

missing in action (MIA) - A soldier whose whereabouts are unknown. Loss was due directly to an enemy action taken, or a reaction by friendly forces to an enemy action. A soldier whose whereabouts are unknown, and known not absent without leave, is considered missing.

mission - 1. The primary task assigned to an individual, unit, or force. It usually contains the elements of who, what, when, where, and the reason therefor, but seldom specifies how. 2. The dispatching of one or more aircraft to accomplish one particular task.

mission briefing - See *briefing*.

mission, enemy, terrain, troops, and time available (METT-T) - The phrase or acronym used to describe the factors that must be considered during the planning or execution of a tactical operation. Example considerations are:

Mission. The who, what, when, where, and why of what is to be accomplished.

Enemy. Current information concerning the enemy's strength, location, disposition, activity, equipment, capability, and a determination as to the enemy's probable course of action.

Terrain (includes weather). Information about vegetation, soil type, hydrology, climatic conditions, and light data is analyzed to determine the impact the environment can have on current and future operations for both enemy and friendly operations.

Troops. The quantity, level of training, and psychological state of friendly forces, to include the availability of weapons systems and critical equipment.

Time available. The time available to plan, prepare, and execute operations is considered for both enemy and friendly forces.

mission essential maintenance only (MEMO) - An internal maintenance category based on limited time where only combat critical vehicles and systems are immediately repaired. All other

maintenance is deferred. The decision to execute MEMO operations is the sole responsibility of the commander.

mission essential task list (METL) - A list of a unit's wartime mission essential tasks for use in training.

mission-oriented protective posture (MOPP) - A flexible system for protection against a chemical attack devised to maximize the unit's ability to accomplish its mission in a toxic environment. This posture permits maximum protection from chemical agent attack without unacceptable reduction in efficiency. The five levels of MOPP are:

MOPP Level	Over-garment	Protective boot	Mask/Hood	Gloves
0	***	***	Carried	***
1	Worn*	Carried	Carried	Carried
2	Worn*	Worn	Carried	Carried
3	Worn*	Worn	Worn**	Carried
4	Worn	Worn	Worn closed	Worn

*Worn open or closed based on temperature.

**Mask/hood zipper may be open or closed, as required.

***Readily available to the individual (that is, within work area, vehicle, fighting position).

mission training plan (MTP) - An Army Training and Evaluation Program (ARTEP) manual containing guidance for planning and executing training on critical collective tasks to wartime standards.

mobile defense - A defense conducted to destroy the attacking force by permitting the enemy to advance into a position which exposes him to counterattack and envelopment by a mobile reserve. Mobile defenses employing a combination of offensive, defensive and delaying actions to defeat the attack. Mobile defenses are normally conducted at division or higher level but large brigades and cavalry regiments may be able to conduct this form of defense.

mobile obstacle detachment (POZ) - A temporary soviet engineer element whose size and composition is mission and situation dependent. The primary mission of the mobile obstacle detachment is the rapid emplacement of minefields and obstacles.

mobile subscriber equipment (MSE) - A means of communications that is similar in function to cellular phones, except that it provides secure voice and data encryption.

mobile subscriber radio telephone (MSRT) - Telephone issued with MSE for use in a vehicle.

mobility corridor - Route, normally two within an avenue of approach, that allow the given tactical unit to maneuver to an objective.

mobility operations - Obstacle reduction by maneuver and engineer units to reduce or negate the effects of existing or reinforcing obstacles. The objectives are to maintain freedom of movement for maneuver units/ weapon systems and critical supplies. See *breach; countermobility operations; survivability operations; terrain reinforcement*.

mobile pre-positioning (MPP) - Method of supply similar to cache except the supplies are kept uploaded on trucks under the control of the unit logistics officer.

moderate risk (nuclear) - The measure of troop safety involving the medium degree of risk to friendly troops used in the computation of minimum safe distance (MSD) from a nuclear detonation. It is associated with a maximum of 2.5 percent incidence of casualties or a 5 percent incidence of nuisance effects. Moderate risk should not be exceeded if troops are expected to operate at full efficiency after a friendly burst. Expressed in terms of risk to **unwarned, exposed personnel; warned, exposed personnel; warned, protected personnel**. See *emergency risk (nuclear); negligible risk (nuclear); troop safety*.

modified combined obstacle overlay (MCOO) - A graphic portrayal of all relevant terrain data: including friendly graphics, known or potential objectives; analyzed to identify terrain impacts on maneuver enemy and friendly maneuver.

modular pack mine system (MOPMS) - A unit level scatterable mine system used to close lanes in tactical obstacles, or to strengthen other obstacles such as anti-tank ditches or wire.

mosaic - An assembly of overlapping photographs that have been matched to form a continuous photographic representation of a portion of the surface of the earth.

mounting phase - The period after receipt of the warning order or planning directive until aircraft take off or ships depart on the mission. During this period, joint tactical and support planning is

accomplished; troops, equipment, and supplies are assembled and readied; and briefings are conducted. Marshaling takes place during the last part of the mounting phase and includes movement of participating personnel, supplies, and all equipment to departure areas, and their loading into aircraft or ships. See *air movement phase; assault phase; subsequent operations phase*.

movement rates - Speed, factored for type of force and terrain, at which a force can move a tactical formation.

movement support detachment (OOD) - One of the three Soviet reconnaissance elements. The movement support detachment is primarily responsible for preparing, clearing, and marking routes for follow-on forces.

movement technique - Manner of traversing terrain used by a unit (such as traveling, traveling overwatch, and bounding overwatch). The likelihood of enemy contact determines which of the following techniques are used:

Traveling. A movement technique used when speed is necessary and contact with enemy forces is not likely. All elements of the unit move simultaneously with the unit leader located where he can best control.

Traveling overwatch. A movement technique used when contact with enemy forces is possible. The lead element and trailing element are separated by a short distance which varies with the terrain. The trailing element moves at variable speeds and may pause for short periods to overwatch the lead element. It keys its movement to terrain and the lead element. The trailing element overwatches at such a distance that should the enemy engage the lead element, it will not prevent the trailing element from firing or moving to support the lead element.

Bounding overwatch. A movement technique used when contact with enemy forces is expected. The unit moves by bounds. One element is always halted in position to overwatch another element while it moves. The overwatching element is positioned to support the moving unit by fire or fire and movement. (See also *overwatch*.)

movement to contact - An offensive operation designed to gain initial ground contact with the enemy or to regain lost contact. (In NATO, the term **advance to contact** is used.)

moving - The actual transportation of people and material. Includes terminal transfer operations as well as highway regulation.

moving target locating radar (MTLR) - A radar that locates moving targets.

multiple employment - A concept where an aviation unit, because of its mobility, can be assigned more than one mission during a single operation. For example, when employed in reserve, an attack helicopter battalion can simultaneously reinforce ground units with some or all of its companies in one or more locations for a limited time or for specific missions. It can be easily reconstituted to execute a contingency mission elsewhere in the battle.

multiple rocket launcher (MRL) - A Soviet rocket launcher.

mutual support - 1. Support that units render to each other against an enemy because of their assigned tasks, relative positions (with respect to each other and to the enemy), and their inherent capabilities. (It normally is associated with support rendered through fire and movement.) 2. A condition which exists when positions are able to support each other by direct fire, thus preventing the enemy from attacking one position without being subjected to direct fire from one or more adjacent positions. See *support*.

named areas of interest (NAI) - A point or area on the ground, along a particular avenue of approach, through which enemy activity is expected to occur. Activity or lack of activity within an NAI will help to confirm or deny a particular enemy course of action.

Nap-of-the-earth (NOE) flight - See *terrain flight*.

naval gunfire (NGF) - The fire support the Navy provides in support of Army and Allied amphibious operations.

naval gunfire liaison officer (NGLO) - The naval officer heading the ANGLICO. The NGLO has ultimate responsibility for coordinating naval gunfire and air support.

national command - A command that is organized by, and functions under the authority of, a specific nation. It may or may not be placed under a (NATO) commander.

negligible risk (nuclear) - The measure of troop safety providing the least risk to friendly troops used in the computation of minimum safe distance (MSD) from a nuclear detonation. It is associated with a maximum of 1 percent incidence of casualties or 2.5 percent incidence of nuisance effects. Negligible risk should not be exceeded unless significant tactical advantage will be gained. Expressed in terms of risk to unwarned, exposed personnel; warned, exposed personnel; warned, protected personnel. See emergency risk (nuclear); moderate risk (nuclear); troop safety.

net ID - Identifier of a FH radio net.

network - An organization of equipment capable of intercommunicating.

neutralization fire - Fire delivered to hamper and interrupt movement and/or the firing of weapons.

neutralize - 1. To render ineffective or unusable. 2. To render enemy personnel or material incapable of interfering with a particular operation. 3. To render safe mines, bombs, missiles, and boobytraps. 4. To make harmless anything contaminated with a chemical agent. 5. An entry used in the attack guidance "How" column. Neutralize is an effect placed on targets. Neutralized targets sustain 10 percent casualties or damage to material targets.

night observation devices (NOD) - Family of image intensification devices, organic to maneuver battalions, that permit observation during hours of darkness.

no-fire area (NFA) - An area in which no fires or effects of fires are allowed. Two exceptions are (1) when establishing headquarters approves fires temporarily within the NFA on a mission basis, and (2) when the enemy force within the NFA engages a friendly force, the commander may engage the enemy to defend his force.

non-judicial punishment - See Article 15.

nuclear, biological, chemical (NBC) defense - The methods, plans, procedures, and training required to establish defense measures against the effects of an attack by NBC weapons.

nuclear/chemical (N/CH) - One of the thirteen target sets based on the battlefield function.

nuclear damage assessment - The determination of the damage effect to the population, forces, and resources resulting from actual nuclear attack. It is performed during and after an attack. It does not include the function of evaluating the operational significance of nuclear damage.

nuclear weapon package - A discrete grouping of a specific number of nuclear weapons by specific yield planned for employment in a specific area for a designated time frame. It is employed at corps level. See nuclear weapon subpackage; prescribed nuclear load (PNL).

nuclear weapon subpackage - Division subelement of a corps nuclear weapon package to be executed only as part of a corps package. See nuclear weapon package; prescribed nuclear load (PNL).

nuclear yields - The energy released in the detonation of a nuclear weapon. It usually is measured in kilotons or megatons of TNT required to produce the same energy release. Yields are categorized as:

Very low - less than 1 kiloton.

Low - 1 kiloton to 10 kilotons.

Medium - over 10 kilotons to 50 kilotons.

High - over 50 kilotons to 500 kilotons.

Very high - over 500 kilotons

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objective - 1. The physical object of the action taken (for example, a definite terrain feature, the seizure and/or holding of which is essential to the commander's plan, or, the destruction of an enemy force without regard to terrain features). 2. The **principle of war** which states that every military operation should be directed towards clearly defined, decisive, and attainable objectives.

objective area - 1. A defined geographical area where an objective is to be captured or reached by the military forces. 2. In airborne, air assault, and amphibious operations, it is the proposed area of operations and includes the airhead or beachhead.

obscuration - The effects of weather, battlefield dust and debris, or the use of smoke munitions to hamper observation and target-acquisition capability or to conceal activities or movement.

obscuration smoke - Smoke employed on or near the enemy to minimize his vision both within and beyond his position area, or to cause an enemy force to vary speed, inadvertently change direction, deploy prematurely, or rely on nonoptical means of communication. See *identification smoke; screening smoke; smoke*.

observation and fields of fire, cover and concealment, obstacles, key terrain, avenues of approach (OCOKA) - Acronym that represents the five military aspects of terrain: observation, cover and concealment, obstacles, key terrain, and avenues of approach.

observation post (OP) - A position from which military observations (visual, audible, or other means) are made, or fire is directed and adjusted, and that possesses appropriate communications; it also may be airborne. See *listening post*.

observed fire - Fire for which the points of impact or burst can be seen by an observer. The fire can be controlled and adjusted based on observations.

observer-target (OT) line - An imaginary straight line from the observer or spotter to the target.

obstacle - Any natural or man-made obstruction that canalizes, delays, restricts, or diverts movement of a force. The effectiveness of an obstacle is enhanced considerably when covered by fire. Obstacles can include abatis, antitank ditches, blown bridges, built-up areas, minefields, rivers, road craters, terrain, and wire. Obstacles are classified as either existing or reinforcing.

Existing obstacles. Those natural or cultural restrictions to movement that are part of the terrain when battle planning begins.

Reinforcing obstacles. Obstacles specifically constructed, emplaced, or detonated to tie together, strengthen, and extend existing obstacles.

obstacle belt - See *obstacle system*.

obstacle effect - One of the four results achieved by an obstacle. These effects are disrupt, fix, turn, and block.

disrupt effect. An obstacle that breaks up the enemy's formations, causes premature commitment of breach assets,

interrupts command and control, alters timing, and causes a piecemeal commitment of attacking units.

fix effect. An obstacle which slows the enemy within a specified area, normally an engagement area, so he can be killed with fires.

turn effect. Obstacle that manipulates the enemy's maneuver in a desired direction.

block effect. An obstacle that stops an enemy's advance along a specified avenue of approach or allows him to advance at an extremely high cost.

obstacle group - See *obstacle system*.

obstacle norm - See *obstacle system*.

obstacle plan - That part of an operation plan (OPLAN) (or order) which is concerned with the use of obstacles to enhance friendly fires or to canalize, direct, restrict, delay, or stop the movement of an enemy. Obstacle plans are used at corps level and below. See *counter-mobility operations; engineer work coordination; logistic constraint; obstacle*.

obstacle study - A study performed at echelons above corps (EAC) based on a detailed analysis of the terrain and a broad concept for future operations in an area. It is designed to determine the most effective use of existing and reinforcing obstacles and the area's potential for combat operations. See *obstacle*.

obstacle system - A coordinated series of obstacles designed or employed to canalize, direct, restrict, delay, or stop the movement of an opposing force, and to impose additional losses in personnel, time, and equipment on the opposing force. The three types of obstacle systems are belts, groups, and norms.

obstacle belts. Obstacle array designated by brigades to limit subordinate battalions as to where they can emplace tactical obstacles. Belts synchronize the obstacle effort within the brigade, particularly between adjacent battalion task forces.

obstacle groups. Basis for task force obstacle planning. The battalion task force designates groups rather than obstacles because the location of individual obstacles are at the company team level.

obstacle norms. Individual obstacles.

occupy - Physical presence and control of terrain or location by a force.

offense - A combat operation designed primarily to destroy the enemy. Offensive operations may be undertaken to secure key or decisive terrain, to deprive the enemy of resources or decisive terrain, to deceive and/or divert the enemy, to develop intelligence, and to hold the enemy in position. Offensive operations include deliberate attack, hasty attack, movement to contact, exploitation, pursuit, and other limited-objective operations. The offensive is undertaken to seize, retain, and exploit the initiative, and, as such, is a **principle of war**.

offensive air support (OAS) - That part of tactical air support of land operations that consists of tactical air reconnaissance, battlefield air interdiction (BAI), and close air support (CAS), which are conducted in direct support of land operations. (Used in NATO only.) See tactical air reconnaissance.

offset - To change a signal channel operating frequency by adding or subtracting 5 to 10 kHz; often done to reduce the effects of jamming or interference.

on-call target - In fire support, a planned target other than a scheduled target on which fire is delivered when requested. See scheduled target.

open column - The distance between vehicles during a road march to increase dispersion when the threat of attack is high. The vehicle distance varies from 50 to 100 meters or greater, if required. See Close column.

operation - A military action or the carrying out of a strategic, tactical, service, training, or administrative military mission; the process of carrying on combat, including movement, supply, attack, defense, and maneuvers needed to gain the objectives of any battle or campaign.

operational art - The employment of military forces to attain strategic goals in a theater of war or theater of operations through the design, organization, and conduct of campaigns and major operations. Operational art involves fundamental decisions about when and where to fight and whether to accept or decline battle.

operational command (OPCOM) - (NATO) The authority granted to a commander to assign missions or tasks to subordinate commanders, to deploy units, to reassign forces, and to retain or delegate operational and/or tactical control as may be deemed necessary. It

does not of itself include responsibility for administration or logistics. May also be used to denote the forces assigned to a commander. (DOD) The term is synonymous with operational control and is uniquely applied to the operational control exercised by the commanders of unified and specified commands over assigned forces in accordance with the National Security Act of 1947, as amended and revised (10 United States Code 124). See operational control (OPCON).

operational control (OPCON) - The authority delegated to a commander to direct forces assigned so that the commander may accomplish specific missions or tasks that are usually limited by function, time, or location; to deploy units concerned, and to retain or assign tactical control of those units. It does not of itself include administrative or logistic control. In NATO, it does not include authority to assign separate employment of components of the units concerned. See assign; attach; detached unit; operational command (OPCOM).

operational exposure guide (OEG) - The maximum amount of nuclear radiation which the commander considers his unit may be permitted to receive while performing a particular mission or missions. See radiation status (RS).

operational reserve - A reserve force established within a corps or higher formation for the execution of a specific operation.

operational sustainment - The logistics and support activities required to sustain campaigns and major operations.

operation annexes - Those amplifying instructions which are of such a nature, or too voluminous or technical, to be included in the body of the plan or order.

operation map - A map showing the location and strength of friendly forces involved in an operation. It may indicate predicted movement and location of enemy forces. See map.

operation order (OPORD) - A directive issued by a commander to subordinate commanders for effecting the coordinated execution of an operation; includes tactical movement orders. See operation plan (OPLAN).

operation overlay - Overlay showing the location, size, and scheme of maneuver/ fires of friendly forces involved in an operation. As an exception, it may indicate predicted movements and locations of enemy forces.

operation plan (OPLAN) - A plan for a military operation. It covers a single operation or a series of connected operations to be carried out simultaneously or in succession. It implements operations derived from the campaign plan. When the time and/or conditions under which the plan is to be placed in effect occur, the plan becomes an operation order (OPORD). See operation order (OPORD).

operations and intelligence (O&I) net - A secure communications net, controlled by the S2, used to transmit routine information concerning operations and intelligence.

operations security (OPSEC) - All measures taken to maintain security and achieve tactical surprise. It includes countersurveillance, physical security, signal security and information security. It also involves the identification and elimination or control of indicators which can be exploited by hostile intelligence organizations.

OPFOR - Term used to represent the opposing forces.

order - A communication-written, oral, or by signal-that conveys instructions from a superior to a subordinate. In a broad sense, the terms order and command are synonymous. However, an order implies discretion as to the details of execution whereas a command does not.

order of battle (OB) - Intelligence pertaining to identification, strength, command structure, and disposition of personnel, units, and equipment of any military force.

orders group - A standing group of key personnel requested to be present when a commander at any level issues his concept of the operation and his order.

organic - Assigned to and forming an essential part of a military organization; an element normally shown in the unit's table of organization and equipment (TOE). See assign; attach; operational control (OPCON).

organization - 1. Any military unit or larger command composed of two or more smaller units. In this meaning, a military element of a command is an organization in relation to its components and a unit in relation to higher commands. 2. The definite structure of a military element prescribed by a component authority such as a table of organization. See unit.

overwatch - 1. A tactical technique in which one element is positioned to support the movement of another element with immediate direct fire. 2. The tactical role of an element positioned to support the movement of another element with immediate direct fire. See movement technique.

overwatch position - See overwatch.

P

pace - The regulated speed of a column or element, set by the lead vehicle, to maintain the prescribed average speed.

passage lanes - Areas along which a passing unit moves to avoid stationary units and obstacles. See lane.

passage of command - The exchange of responsibility for a sector or zone between the commanders of two units. The time when the command is to pass is determined by mutual agreement between the two unit commanders unless directed by higher headquarters. See passage of lines; relief in place.

passage of lines - Passing one unit through the positions of another, as when elements of a covering force withdraw through the forward edge of the main battle area, or when an exploiting force moves through the elements of the force that conducted the initial attack. A passage may be designated as a forward or rearward passage of lines. See passage of command.

passage point - A place where units will pass through one another either in an advance or withdrawal. It is located where the commander desires subordinate units to physically execute a passage of lines.

passive air defense - All measures, other than active air defense, taken to minimize the effect of hostile air action, including cover, concealment, camouflage, deception, dispersion, and protective construction. See active air defense; air defense.

pathfinders - 1. Experienced aircraft crews who lead a formation to the drop zone (DZ), release point, or target. 2. Teams dropped or airlanded at an objective to establish and operate navigational aids to guide aircraft to DZs and/or landing zones (LZs). 3. Teams air delivered into enemy territory for determining the best approach and withdrawal lanes, LZs, and sites for heliborne forces.

patrol (ground) - A mission given to a detachment sent out by a larger unit for gathering information or for conducting combat operations.

patterns - Stereotyped actions which habitually occur in a given set of circumstances based on enemy training and doctrine.

penetration - A form of offensive maneuver that seeks to break through the enemy's defensive position, widen the gap created, and destroy the continuity of his positions.

perimeter defense - A defense without an exposed flank consisting of forces deployed along the perimeter of the defended area.

personnel administration center (PAC) - Personnel Action Center, an obsolete term which refers to the S1 section.

personnel administration center (PAC) supervisor - Obsolete term which refers to the senior NCO in the S1 section. The term now used is Personnel Sergeant.

personnel command (PERSCOM) - Formerly known as MILPERCEN. The senior headquarters all personnel units in the United States Army. Conducts all personnel support.

personnel security - Actions taken to ensure the security status of an individual; includes security clearance needed by personnel to handle classified information.

personnel sergeant - The senior non-commissioned officer in the S1 section. Authorized grade and MOS is E7, 75Z40.

personnel service support - CSS functions that sustain the morale and welfare of the soldier.

pertinence - Determination as to whether enemy information will impact on the unit's area of operation.

petroleum, oils, and lubricants (POL) - All supplies that are included in the Class III category.

phase - A specific part of an operation that is different from those that precede or follow. Phasing assists in planning and controlling and may be indicated by time (preparatory fire phase), by distance (intermediate objective or report line), by terrain (crossing of an obstacle), or by occurrence of an event (commitment of a reserve). It is not to be confused with a phase line (PL). It

normally is associated with operations of larger units and with special operations (such as river crossing and airborne operations).

phase line (PL) - A line used for control and coordination of military operations. It is usually a recognizable terrain feature extending across the zone of action. Units normally report crossing PLs, but do not halt unless specifically directed. PLs often are used to prescribe the timing of delay operations.

phony minefields - Simulated minefields used to degrade enemy mobility.

physical security - The physical measures of security operations designed to safeguard personnel; to prevent unauthorized access to equipment, facilities, material, and documents; and to safeguard them against espionage, sabotage, damage, and theft.

pick up zone control officer (PZCO) - Officer in charge of organizing and controlling the PZ who can execute changes as required. PZCO's are normally provided by the AATF.

plan (P) - An entry used in the attack guidance "When" column. Plan indicates the target will not be engaged now but should be planned for future firing or placed on file.

planning factor - A consideration or a multiplier used in planning to estimate the amount and type of effort involved in a contemplated operation. Planning factors are often expressed as rates, ratios, or lengths of time.

platoon hour (PH) - The amount of work performed by an engineer platoon in one hour.

point minefields - Specific minefields used to hinder enemy use of key areas.

point of departure - In night attacks, a specific place on the line of departure (LD) where a unit will cross.

pop-up point (PUP) - The location at which aircraft quickly gain altitude for target acquisition and engagement. See target box.

position - 1. A location or area occupied by a military unit. 2. The location of a weapon, unit, or individual from which fire is delivered upon a target. Positions may be classified as primary

positions, alternate positions, and supplementary positions. See battle positions (BP).

preclusion of damage - A nuclear planning restriction used in conjunction with least separation distance to avoid damage to important structures. If appropriate, it is included in the commander's guidance. See east separation distance (LSD); preclusion of obstacles.

preclusion of obstacles - A nuclear planning restriction used in conjunction with least separation distance which, if appropriate, is included in the commander's guidance. It can include preclusion of fallout and tree blowdown. See least separation distance (LSD); preclusion of danger.

preclusion oriented analysis - Analysis of initial weapon sizes selected for those aimpoints that will maximize lethal coverage of probable enemy locations within safety and collateral damage requirements. See least separation distance (LSD).

preinitiation - Premature detonation of a nuclear weapon resulting in significantly reduced yield.

preparation fire - Fire delivered on targets preparatory to an assault. The preparation is planned by a direct support (DS) field artillery battalion or higher echelon. It is an intense volume of fire delivered in accordance with a time schedule. The fires normally commence prior to H-hour and may extend beyond it. They may start at a prescribed time or be held on-call. The duration of the preparation is influenced by factors such as the fire support needs of the entire force, number of targets and firing assets, and available ammunition.

preplanned mission request - A request for air support that is submitted in compliance with a schedule that permits detailed mission coordination and planning.

pre-positioned supplies - Supplies located at or near the point of planned use or at other designated locations to reduce reaction time and to ensure resupply.

prescribed load - The quantity of combat essential supplies and repair parts (other than ammunition) authorized by major commanders to be on hand in units and which is carried by individuals or on unit vehicles. It is normally a 15-day level. The prescribed load is continuously reconstituted as used.

prescribed load list (PLL) - A list of combat essential supplies and repair parts (other than ammunition) necessary to sustain a unit during its initial entry into combat. The PLL is authorized by major commanders and is to be on hand and in the unit. It is normally a 15 day level.

prescribed nuclear load (PNL) - A specified quantity of nuclear weapons to be carried by a delivery unit. The establishment and replenishment of this load after each expenditure is a command decision and is dependent on the tactical situation; the nuclear logistic situation; and the capability of the unit to transport, protect, and use the load. It may vary from day to day and among similar delivery units. See nuclear weapon package; nuclear weapon subpackage.

preset channel (SC) - receiver/transmitter method of operation using one selected frequency.

primary position - A place for a weapon, unit, or individual to fight which provides the best means to accomplish the assigned mission. See alternate position; battle position (BP); position; successive positions; supplementary position.

principal direction of fire - The direction of fire assigned or designated as the main direction in which a weapon will be oriented. It is selected based on the enemy, mission, terrain, and weapons capability.

Principles of War - Generally accepted rules or standards developed by British Major General J. F. C. Fuller as a guide for British forces during World War I. The U. S. Army adopted these principles in 1921.

priority intelligence requirements (PIR) - Those intelligence requirements for which a commander has an anticipated and stated priority in his task of planning and decision making. See information requirements.

priority of fires - A fire support means ranked according to the importance to the supported unit's mission.

priority of support - Priorities set by the commander in his concept of the operation and during execution to ensure that combat support (CS) and combat service support (CSS) are provided to subordinate elements in accordance with their relative importance to accomplishing the mission.

priority target - A target on which the delivery of fires takes precedence over all the fires for the designated firing unit/element. The firing unit/element will prepare, to the extent possible, for the engagement of such targets. A firing unit/element may be assigned only one priority target.

probable line of deployment (PLD) - A line previously selected on the ground where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.

processing - The third phase of the four phase intelligence cycle (directing, collecting, processing, and disseminating); phase when gathered information is analyzed and intelligence is created.

profiles - Comprehensive studies of an enemy unit, its leaders, and its activities.

program of targets - A number of planned targets of a similar nature. A program of targets identified by a code name may be initiated on call, at a specified time, or when a particular event occurs. Targets are fired in a predetermined sequence.

protective minefields - Minefields whose use protects the force from the enemy's final assault. They are close to defensive positions and are tied to the final protective fire (FPF) of the defending unit. There are two types of protective minefields, hasty and deliberate.

PSNCO - Personnel Services NCO, an obsolete term for the Assistant Personnel Sergeant.

psychological operations (PSYOP) - A planned psychological activity in peace and war directed towards enemy, friendly, and neutral audiences, in order to create attitudes and behavior favorable to the achievement of political and military objectives.

pull-up point - see pop-up point.

pursuit - An offensive operation against a retreating enemy force. It follows a successful attack or exploitation and is ordered when the enemy cannot conduct an organized defense and attempts to disengage. Its object is to maintain relentless pressure on the enemy and completely destroy him. See direct pressure force; encircling force.

Q

quartering party - A group of unit representatives dispatched to a probable new site of operations in advance of the main body to secure, reconnoiter, and organize an area prior to the main body's arrival and occupation. (May be also known as advance party.)

R

radiation absorbed dose (RAD) - See cenisitgray (cGy).

radiation dose - The total amount of ionizing radiation received by a specified area of the body or by the whole body. The unit of measure used in military training and operations is centigray. See radiation dose rate.

radiation dose rate - The radiation dose (dosage) absorbed per unit of time. A radiation dose rate can be set at some particular unit of time (that is, H+1 hour would be called H+1 radiation dose rate). See radiation dose.

radiation status (RS) - Criteria to assist the commander in measuring unit exposure to radiation based on total cumulative dose in cGy. Categories are as follows:

Radiation status- 0 (RS-0). No previous exposure history.

Radiation status-1 (RS-1). Negligible radiation exposure history (more than 0, but less than 71 cGy)

Radiation status-2 (RS-2). Significant but not a dangerous radiation (more than 70, but less than 151 cGy).

Radiation status-3 (RS-3). Unit has already received a dose of radiation which makes further exposure dangerous (more than 150 cGy).

See operational exposure guide (OEG); radiation dose.

radio electronic combat (REC) - The operational support measures for systemically detecting and locating enemy control and reconnaissance resources with the aim of disrupting them through a combination of fire power and jamming.

radius of action - The maximum distance a ship, aircraft, or vehicle can travel away from its base along a given course with

normal combat loads and return without refueling while allowing for all safety and operating factors.

radius of damage (RD) - The distance from ground zero at which a single target element has a 50 percent probability of receiving the specified degree of damage. See collateral damage.

radius of target (RT) - The radius of a circular target area. See target.

radius of vulnerability (RV) - The radius of a circle within which friendly troops may become casualties or equipment may be damaged. See target; troop safety.

raids - An operation, usually small-scale, involving a swift penetration of hostile territory to secure information, to confuse the enemy, or to destroy his installations. It ends with a planned withdrawal upon completion of the assigned mission.

rally point - An easily identifiable point on the ground at which units can reassemble/reorganize if they become disbursed.

range - 1. The distance between any given point and an object or target. 2. The extent or distance limiting the operation or action of something, such as the range of an aircraft, ship, or gun. 3. The distance which can be covered over a hard surface by a ground vehicle with its rated payload, using the fuel in its tank and in cans normally carried as part of the ground vehicle equipment.

rate of fire - The number of rounds fired per weapon per minute.

rate of march - The average number of miles or kilometers to be traveled in a given period of time.

rear area - The area in the rear of the combat and forward areas. Combat echelons from the brigade through the field army normally designate a rear area. For any particular command, that area extending rearward from the rear boundary of their next subordinate formations or units deployed in the main battle or defense area to their own rear boundary. It is here that reserve forces of the echelon are normally located. In addition, combat support (CS) and combat service support (CSS) units and activities locate in this area. See brigade support area (BSA); division support area (DSA).

rear area operations center (RAOC) - The control center responsible for planning, coordinating, directing, and mounting the rear battle.

rear battle - Those actions, including area damage control, taken by all units (combat, combat support (CS), combat service support (CSS), and host nation (HN)), singly or in a combined effort, to secure the force, neutralize or defeat enemy operations in the rear area, and ensure freedom of action in the deep and close-in battles. See area damage control (ADC).

rear battle response forces - Rear battle response forces are military police (MP) response forces and tactical combat forces.

Military police (MP) response forces - Those MP forces the commander assigns the mission of responding to and conducting operations to close with and destroy attacking enemy forces beyond the capability of base defenses.

Tactical combat forces - Those forces the commander assigns the mission of defeating enemy airborne, air assault, amphibious, or ground infiltration attacks in the rear area. See security operations.

rear battle threat levels - Attacks in the rear that are categorized as follows:

Level I. Enemy controlled agent activity; sabotage by enemy sympathizers; activities conducted by terrorist organizations.

Level II. Diversionary operations and sabotage and reconnaissance missions conducted by tactical units of less than battalion size.

Level III. Airborne, air assault, amphibious operations, or infiltration operations of battalion size or larger.

rear boundaries - See boundaries.

rear command post (CP) - The rear CP consists of those staff activities concerned primarily with combat service support (CSS) of the force, administrative support of the HQ, and other activities not immediately concerned with current operations. Typical representatives within the rear echelon are elements of the G1 and G4 sections, G5, Adjutant General (AG), Staff Judge Advocate (SJA), Inspector General (IG), Provost Marshal (PM), supporting Military Intelligence (MI) elements concerned with counterintelligence and prisoner of war interrogation (IPW) activities, and the tactical airlift representative of the tactical air control party (TACP). Normally, rear CPs are near or collocated with CSS units (for

example, COSCOM). See command post (CP); main command post (CP); tactical command post (CP).

rear echelon - 1. Generic term used to describe all elements normally located in the rear area. 2. Those units or elements that are not required in the airhead or beachhead. These units normally remain in the departure area. See assault echelon; follow-up echelon.

rear guard - The security element operating to the rear of a moving force. See security operations.

reconnaissance (recon) - A mission undertaken to obtain information by visual observation, or other detection methods, about the activities and resources of an enemy or potential enemy, or about the meteorologic, hydrographic, or geographic characteristics of a particular area.

reconnaissance and surveillance overlay (R&S Overlay) - A graphic portrayal of the R & S plan.

reconnaissance and surveillance Plan (R&S Plan) - An intelligence gathering process that provides a systematic watch over the battlefield and answers the key information requirements of the commander.

reconnaissance by fire - A method of reconnaissance in which fire is placed on a suspected enemy position to cause the enemy to disclose his presence by movement or return fire.

reconnaissance in force - A limited-objective operation by, at least, a battalion task force to obtain information, and to locate and test enemy dispositions, strengths, and reactions. Even though a reconnaissance in force is executed primarily to gather information, the force conducting the operation must seize any opportunity to exploit tactical success. If the enemy situation must be developed along a broad front, the reconnaissance in force may consist of strong probing actions to determine the enemy situation at selected points.

reconnaissance patrol (ground) - A small patrol used to gain information about the enemy, preferably without their knowledge. See patrol (ground); reconnaissance (recon).

reconnaissance, surveillance and target acquisition (RSTA) - One of the thirteen target sets based on battlefield functions.

reconstitution - Means by which units can improve their current combat effective status.

recording - The reduction of combat information or intelligence to writing or some other form of graphical representation and the arranging of this information into groups of related items for analysis and production of intelligence.

recovery operations - Extricating damaged or disabled equipment and moving it to locations where repairs can be made. Recovery is the primary responsibility of the using unit.

refuel on the move (ROM) - Refueling operations conducted during a tactical road march, movement in a tactical formation, or during combat operations.

reference point - A prominent, easily located point on the terrain used to assist obtaining one's location.

regimental artillery group [Soviet] (RAG) - RAGS are the Soviet artillery located in the regiment. The RAG consists of 122mm howitzers.

registration fire - Fire delivered to obtain accurate data for subsequent effective engagement of targets.

registration point - Terrain feature or other designated point on which fire is adjusted for the purpose of obtaining corrections to firing data.

regulated supplies - Also called command regulated supplies. Those supplies which the commander has decided must be closely controlled because of scarcity, high cost, or mission need. Any item or group of items can be designated as regulated, but normally some items in supply classes II, III (bulk), IV, V, and VII are regulated. If an item is regulated, the commander designating the item must approve its release before issue. See classes of supply.

rehearsal - A means of practicing unit tasks or synchronizing combat support assets prior to executing a mission.

reinforcing (artillery) - In artillery usage, a tactical mission in which one artillery unit augments the fire of another artillery unit. See direct support (DS) artillery; general support (GS) artillery; general support reinforcing (GSR).

reinforcing obstacles - See obstacle.

relative force ratio - The overall relationship of the combat power of the friendly versus enemy forces, including strengths and vulnerabilities used to provide conclusions or assumptions about friendly capabilities and mission for the operation being planned.

release point - 1. A clearly-defined control point on a route at which specific elements of a column of ground vehicles or flight of aircraft revert to their respective commanders, each one of these elements continuing its movement toward its own appropriate destination. 2. In dismounted attacks, especially at night, that point at which a commander releases control of subordinate units to their commanders/leaders. See start point.

reliability - Determination as to whether a source of information is credible.

relief in place - An operation in which a unit is replaced in combat by another unit. Responsibilities for the combat mission and the assigned sector or zone of action of the replaced unit are assumed by the incoming unit.

remote antiarmor mine system (RAAMS) - RAAM is one of the two artillery delivered FASCAM projectiles. Each RAAM contains nine mines that cover a target area and explode when a metallic object passes over it.

remote keying - Transmitting a COMSEC key from KYK-15 to net member's radios (remote fill of COMSEC keys).

remotely employed sensors (REMS) - Remotely monitored devices implanted in an area to monitor personnel and/or vehicle activity. A sensor system consists of REMs, sensor relays, and sensor monitoring equipment. This term replaces unattended ground sensors (UGS).

remotely employed sensor (REMS) teams - Teams equipped with motion sensors emplaced in areas of expected enemy activity and monitored by teams located in friendly forward areas. Movement of enemy forces within the sensor radius is detected and indications are transmitted to the monitoring team.

remotely monitored battlefield sensors system (REMBASS) - See REMS.

remotely piloted vehicle (RPV) - A remotely piloted airborne reconnaissance, surveillance, and target-acquisition and

designation device. RPVs provide timely and accurate intelligence and locate targets behind enemy lines.

reorganization - All measures taken to maintain combat effectiveness after a battle (replace, evacuate, and redistribute).

repair timeliness - See Maintenance Time Guidelines.

required supply rate (RSR) - The amount of ammunition, expressed in terms of rounds per weapon per day for ammunition items fired by weapons, and in terms of other units of measure per day for bulk allotment and other items estimated to be required to sustain operations of any designated force without restriction for a specified period. See controlled supply rate (CSR).

reserve - That portion of a force withheld from action at the beginning of an engagement so as to be available for commitment at a decisive moment. See committed force; uncommitted force.

residual nuclear radiation - All nuclear radiation that is emitted beyond 1 minute after a nuclear detonation.

restated mission - The final mission statement, containing the elements of who, what, when, where, and why, provided by the commander once mission analysis has been completed.

restricted fire area (RFA) - An area in which specific restrictions are imposed and into which fires that exceed those restrictions may not be delivered without prior coordination with the establishing headquarters.

restricted fire line (RFL) - A line established between converging friendly forces (one or both may be moving) that prohibits fires or effects from fires across the line without coordination with the affected force. It is established by the commander of the converging forces.

restricted operations area (ROA) or zone (ROZ) - Airspace of defined dimensions within which the operation of one or more airspace users is restricted, generally for a short-time. These areas are established by the airspace control authority in response to the requests of ground force commanders.

retirement - A retrograde operation in which a force out of contact moves away from the enemy. See delaying operation; retrograde; withdrawal.

retrograde - An organized movement to the rear or away from the enemy. It may be forced by the enemy or may be made voluntarily. Such movements may be classified as withdrawal, retirement, or delaying operations.

reverse slope - A position on the ground not exposed to direct fire or observation. It may be a slope that descends away from the enemy.

reverse slope defense - A defense area organized on any ground not exposed to direct fire or observation. It may be on a slope which descends away from the enemy.

risk assessment - The commander's assessment or evaluation of the operational risk associated with a given mission.

risk assessment matrix - A matrix used by the commander to assess operational risk.

river crossing - An operation conducted as a part of and in conjunction with other operations to overcome a water obstacle rapidly. Tactical objectives assigned by higher headquarters may or may not include terrain objectives within the bridgehead; however, terrain objectives and/or space are required to ensure the security of the force and crossing sites. See deliberate river crossing; hasty river crossing.

road gap - The distance on a tactical road march which separates different march columns and elements.

rocket-assisted projectile (RAP) - Artillery projectile that uses a rocket motor to increase range.

route - The prescribed course to be traveled from a specific point of origin to a specific destination.

route classification - Classification assigned to a route indicating the heaviest vehicle that can be accepted. It is based on the weakest bridge or portion of the route.

route reconnaissance - A directed effort to obtain detailed information of a specified route and all terrain from which the enemy could influence movement along that route. See area reconnaissance; zone reconnaissance.

rules of engagement - 1. Directives issued by competent military authority that specify the circumstances and limitations under

which forces will initiate and/or continue combat engagement with other forces encountered. 2. In air defense, directives that delineate the circumstances under which weapons can fire at an aircraft. The right of self-defense is always preserved.

rupture - To create a gap in enemy defense positions quickly.

rupture force - In breakout operations, the force that penetrates the enemy forces and opens a gap for the remainder of the force to push through.

ruse - A trick designed to deceive the enemy, thereby obtaining an advantage. It is characterized by deliberately exposing false information to the collection means of the enemy. See deception operation; display; feint.

S

salient - An outward bend in the trace of the forwardline of friendly troops or on the outside bend of a river.

SALUTE - Acronym for reporting size, activity, location, unit, time, and equipment of an enemy siting.

scatterable mine - A mine laid without regard to classical pattern that is designed to be delivered by aircraft, artillery, missile, ground dispenser, or hand thrown.

scheduled supplies - Requirements that can be reasonably predicted. A scheduled supply normally will not require a requisition to be submitted by the user for its replenishment. Requirements are based on troop strength, equipment density, forecasts, and/or daily usage factors. Supply classes I, III (bulk), V, and VI normally are treated as scheduled supplies.

scheduled target - In artillery and naval gunfire support, a planned target on which fire is to be delivered at a specific time. See on-call target.

scheme of maneuver - That part of a tactical plan to be executed by a maneuver force to achieve its assigned objectives or to hold its assigned area.

screen - See security operations.

screening force - See security operations.

screening smoke - Smoke employed in areas of friendly operations or in areas between friendly and enemy forces to conceal ground movement, breaching, and recovery operations, key assembly areas, supply routes, and logistic facilities. It degrades enemy ground and aerial observation. See identification smoke; obscuration smoke; smoke.

sector - An area designated by boundaries within which a unit operates and for which it is responsible. Normally, sectors are used in defensive operations. See area of influence; zone of action.

sector of fire - An area that is required to be covered by the fire by an individual weapon, or a unit.

secure - To gain possession of a position or terrain feature, with or without force, and to deploy in a manner which prevents its destruction or loss to enemy action.

secure operations - Communication using encryption/decryption of voice and data signals.

security - 1. Measures taken by a military unit, an activity, or an installation to protect itself against all acts designed to, or that may, impair its effectiveness. 2. A condition that results from the establishment and maintenance of protective measures that ensure a state of inviolability from hostile acts or from hostile acts or influences. 3. With respect to classified matter, it is the condition that prevents unauthorized persons from having access to official information that is safeguarded in the interests of national security. 4. In NATO, a condition which results from the establishment of measures which protects designated information, material, personnel, systems, components, and equipment against hostile persons, acts, or influences. A principle of war.

security force - One of the five elements of a movement to contact. The security force is normally co-located with the scout platoon, 2 to 6 kilometers ahead of the advanced guard. The mission of the security force is to determine the size, activity, location, and depth of the enemy force. The security force must avoid being decisively engaged. Its function is to keep the enemy force under surveillance.

security operations - Those operations designed to obtain information about the enemy and provide reaction time, maneuver space, and protection to the main body. Security operations are

characterized by aggressive reconnaissance to reduce terrain and enemy unknowns, gaining and maintaining contact with the enemy to ensure continuous information, and providing early and accurate reporting of information to the protected force. Security operations include screening operations, guard operations, covering force operations, and area security operations. Area security operations normally are associated with rear battle operations. The other types of security operations may be oriented in any direction from a stationary or moving force.

A screening force maintains surveillance, provides early warning to the main body, impedes and harasses the enemy with supporting indirect fires, and destroys enemy reconnaissance elements within its capability.

A guard force accomplishes all the tasks of a screening force. Additionally, a guard force prevents enemy ground observation of and direct fire against the main body. A guard force reconnoiters, attacks, defends, and delays as necessary to accomplish its mission. A guard force normally operates within the range of the main body indirect fire weapons.

A covering force accomplishes all the tasks of screening and guard forces.

Additionally, a covering force operates apart from the main body to develop the situation early and deceives, disorganizes, and destroys enemy forces. Unlike screening or guard forces, a covering force is a tactically self-contained force (that is, it is organized with sufficient combat support (CS) and combat service support (CSS) forces to operate independently of the main body). The requirements of an area security force are delineated by the HQ assigning the mission. Area security operations are normally associated with rear battle operations. Rear battalion forces neutralize or destroy enemy forces to defeat enemy attacks in the rear area.

See rear battle response forces.

seize - To clear a designated area and obtain control of it. Seizure does not necessarily imply physical presence, but denies access to the enemy. See contain.

sensor - Equipment that detects and indicates terrain configuration, the presence of military targets, and other natural and manmade objects and activities, by means of energy reflected or emitted by such targets or objects. The energy may be nuclear,

electromagnetic (including the visible and invisible portions of the spectrum), chemical, biological, thermal, or mechanical (including sound, blast, and earth vibration).

serial - 1. Two or more march units, moving as a group, under one commander, over the same route between common departure and destination points. 2. A tactical grouping of two or more aircraft under the command of a serial commander.

series of targets - In fire support, a number of targets and/or group(s) of targets planned in a predetermined time sequence to support a maneuver phase. A series of targets is indicated by a code name or nickname.

service station - Resupply technique centering on the activation of a mine dump forward of the Class IV/V (mines) supply point. Mines are transported to the mine dump by both battalion and engineer haul assets, usually under the control of the emplacing engineer platoon. Mines are stockpiled at the mine dump and the emplacing engineer platoon goes there to reload.

service station method (See also Tailgate Issue Method) - One of two methods used to resupply the company teams. Is the preferred method to use for resupply operations. Will take from two to three hours to resupply a company team using this method.

show of force - A mission carried out to demonstrate US resolve, whereby US forces are deployed to defuse a situation that may be detrimental to US interest or national objectives.

signal annex - The annex to an operations order or plan that provides instructions pertaining to signal operations of all elements of the command.

signal estimate - An analysis of the mission, situation, development, or trends. Identifies the major elements, interprets the significance, and evaluates the possibilities and prospective results of the various actions to be taken in developing communication requirements to accomplish the mission.

signal intelligence (SIGINT) - The product resulting from the collection, evaluation, analysis, integration, and interpretation of all information derived from communications intelligence (COMINT), electronic intelligence (ELINT), and telemetry intelligence.

signal security (SIGSEC) - Measures intended to deny or counter hostile exploitation of electronic emissions. Includes communications security (COMSEC) and electronic security (ELSEC). See security.

signal officer - The individual who advises the supported commander, staffs and other users on the capabilities, limitations, and use of all tactical and nontactical signal support assets available to the command.

signal operations - The employment of all signal support resources and activities in carrying out a military action of a strategic, tactical, service, training, or administrative mission; the process of carrying on combat, including movement, supply, defense, and maneuver required to accomplish the assigned mission.

signal operation instructions (SOI) - A series of orders issued for technical control and coordination of signal support activities of a command.

signal site/signal node - A group of signal facilities located at a junction point of a communication system where management, control, and direction of the flow of communication can be exercised.

signal support - The collective, integrated and synchronized use of information systems to support warfighting capabilities.

signature - The visible or audible effects produced when a weapon is fired or a piece of equipment operated, such as noise, smoke, flame, heat, or debris; also, an electronic emission subject to detection and traceable to the equipment producing it. See weapons signature.

simplicity - The principle of war that demands the preparation of clear, uncomplicated plans and clear, concise orders to ensure thorough understanding.

single channel (SC) - Receiver/transmitter method of operation using one selected frequency.

single envelopment - Maneuver made against one flank, or around one flank, against the rear of the initial dispositions of the enemy. See double envelopment; envelopment; turning movement.

situational template - A series of projections that portray, based on enemy doctrine, the most probable disposition and location of enemy forces within constraints imposed by weather and terrain.

situation map (SITMAP) - A map showing the tactical or the administrative situation at a particular time. See map.

small emplacement excavator (SEE) - The SEE is a light weight, all wheel drive engineer system that gives the engineers a vehicle capable of providing mobility, countermobility and survivability support. It has the following major systems: front mounted light-weight bucket and a rear mounted backhoe.

small emplacement excavator hour (SEEH) - The amount of work performed by a SEE in one hour.

smoke - An artificially produced aerosol of solid, liquid, or vapor in the atmosphere which weakens the passage of visible light or other forms of electromagnetic radiation. Smoke is classified in three general categories: identification smoke, obscuration smoke, and screening smoke.

smoke screen - Smoke employed within areas of friendly operation, or in areas between friendly and enemy forces, to degrade enemy ground and aerial observation and fire. Screening is primarily intended to conceal friendly forces. There are three visibility categories for screening smoke: smoke haze, smoke blanket, and smoke curtain.

smoke haze. A light concentration of screening smoke used to restrict accurate enemy observation and fire without disrupting friendly operations within the screen.

smoke blanket. A dense concentration of screening smoke that provides maximum concealment of friendly areas from enemy ground and aerial observation.

smoke curtain. A dense, vertical development of smoke placed between friendly and enemy positions to prevent or degrade enemy ground observation of friendly positions.

snowman - Local air defense warning (LADW) where no aircraft pose a threat at this time. See local air defense warnings.

sortie (air) - One aircraft making one takeoff and one landing. An operational flight by one aircraft.

special ammunition supply point (SASP) - A mobile supply point where special ammunition is stored and issued to delivery units.

special court martial with bad conduct discharge (BCD SPCM) - Similar to a SPCM, except that it may grant a bad conduct discharge. If a bad conduct discharge is part of the sentence a GCM convening authority must approve the sentence. Must have a court recorder present to transcribe a verbatim record of the trial.

special court martial (SPCM) - A military court of law which is empowered to hear, try, and adjudge cases less severe than those heard by a GCM. Formed of a judge, at least three voting members, a trial counsel, and a defense counsel. Up to one third of the court members may be enlisted if the accused is also enlisted, and has requested that members of the court be enlisted. May impose a maximum sentence of six months hard labor, six months confinement, reduction to the lowest grade (for enlisted soldiers in the grade of E5 and below), and forfeiture of pay.

special forces operational base (SFOB) - A command post (CP) arrangement formed and operated by the special forces group from organic and attached resources. It is the focal point for operational, administrative, logistical, and communication support functions. Ideally, the SFOB is activated and established before the start of operations, but if prior activation is not authorized, it may be established on a standby basis for long-range or intratheater/intrabase communications.

special staff - Principal staff assistants to the commander in special areas of expertise.

special operations (SO) - Military operations conducted by specially trained, equipped, and organized DOD forces against strategic or tactical targets in pursuit of national military, political, economic, or psychological objectives. They may support conventional military operations, or they may be prosecuted independently when the use of conventional forces is either inappropriate or unfeasible. Sensitive peacetime operations, except for training, are normally authorized by the National Command Authority (NCA) and conducted under the direction of the NCA or designated commander. Special operations may include unconventional warfare (UW), counter-terrorist operations, collective security, PSYOPS, and civil affairs measures.

specific information requirements (SIR) - The basic question that needs to be answered to confirm or deny the existence of an indicator.

specified command - A command that has a broad continuing mission and which is established and so designated by the President through the Secretary of Defense (SECDEF) with the advice and assistance of the Joint Chiefs of Staff (JCS). It normally is composed of forces from only one Service.

speed - The actual rate a vehicle is moving at a given movement. Speed is expressed in miles per hour (MPH) or kilometers per hour (KMPH).

spoiling attack - See attack.

spot jamming - The jamming of a specific channel or frequency. See jamming.

squelch - Circuit in receiver/transmitter that eliminates the rushing sound in earpiece or loudspeaker when no real signal is being received.

strongpoint (SP) - A key point in a defensive position, usually strongly fortified and heavily armed, used to retain terrain with the purpose of stopping or redirecting enemy formations. Strongpoints can be established in isolation when tied to restrictive terrain on the flanks or tied to other defensive positions grouped for its protection. See also battle position.

staff briefing - See briefing.

staff estimate - The staff officer's evaluation of how factors in his particular field of interest will influence the courses of action under consideration by the commander. See commander's estimate.

stage field - A predetermined area where aircraft assemble prior to conducting an air assault operation.

staging area - 1. A general locality between the mounting area and the objective of an amphibious or airborne expedition. It is the area through which a force or parts thereof pass after mounting for refueling, regrouping of ships, and/or the exercise, inspection, and redistribution of troops. 2. A general locality, containing accommodations for troops, that is established for the concentration of troop units and transient personnel between movements over the lines of communication (LOC). Also referred to as intermediate staging area or intermediate staging base.

staging plan - The staging plan is based on the load plan, and prescribes the arrival times of units to be lifted into the PZ. Arrival times are based on the sequence of departure from the PZ. Loads must be ready before the aircraft arrive in the PZ. Units should arrive no later than 15 minutes prior to aircraft arrival in the PZ. If aircraft are departing from multiple PZs to arrive in a single LZ, the staging plan must also state an aerial link up point (usually an ACP).

standard installation/division personnel system (SIDPERS) - a fully automated system used by the Untied States Army world-wide to account for its personnel. SIDPERS is automated at the battalion and separate company level via the Tactical Army Combat Service Support Computer System (TACCS).

standard use army aircraft flight route (SAAFR) - A route established well below the coordinating altitude to facilitate the movement of Army aircraft. It is normally located in the corps and division rear area of operations. The establishment of a SAAFR does not require the approval of the ACA. SAAFRs are established to safely move aircraft during combat support and combat service support missions.

standard obstacles - See obstacles.

stand-to - A technique used to establish and maintain a combat-ready posture for personnel, weapons, vehicles, communications, and NBC equipment at least 30 minutes prior to beginning morning nautical twilight (BMNT), or prior to beginning an operation.

standing operating procedures (SOP) - Set of instructions or standing orders that prescribe routine or fixed procedures.

start point (SP) - A clearly defined initial control point on a route at which specified elements of a column of ground vehicles or flight of aircraft come under the control of the commander having responsibility for the movement. See release point.

states of readiness (SORs) - The degree of readiness of ADA fires and sensors expressed in minutes from time of alert notification to time of weapon firing or sensor in operation. SORs are based on WADs and air defense warnings.

stay-behind force - See hide force.

strategy - The art and science of employing armed forces to secure political policy objectives.

strength - Describes a unit in terms of personnel, weapons, and equipment.

strip map - A graphic representation of a route. Not necessarily drawn to scale.

strongpoint (SP) - A key point in a defensive position, usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. See battle position (BP).

subsequent operations phase - The phase of an airborne, air assault, or amphibious operation conducted after the assault phase. Operations in the objective area may consist of offense, defense, linkup, or withdrawal. See air movement phase; assault phase; mounting phase.

successive positions - Defensive fighting positions located one after another on the battlefield. A force can conduct a delaying action from successive delay positions. See delay from alternate positions.

suitability analysis - Analysis conducted during the initial stages of course of action development to determine whether the new concept(s) meet the higher commander's intent and accomplish the mission.

summary court martial (SCM) - the least serious of the three courts martial. A SCM can adjudge a maximum sentence identical to that allowed under field grade Article 15, except that a verdict of guilty carries the stigma of a court martial conviction.

supplementary position - That location which provides the best means to accomplish a task that cannot be accomplished from the primary or alternate positions. See alternate position; battle position (BP); position; successive positions.

supply operations - The activity that provides the items necessary to equip, maintain, and operate a unit.

supply point distribution - A method of distributing supplies to the receiving unit at a supply point, railhead, or truckhead. The unit then moves the supplies to its own area using its own transportation.

support - The action of a force that aids, protects, complements, or sustains another unit. A supporting unit remains under the command of its parent headquarters; however the supporting unit is authorized and required, within the context of the directive establishing the relationship, to respond directly to the supported unit's request for support. A support relationship is established by the assignment of a tactical mission to the supporting unit. It may be expressed as direct support (DS), general support (GS), reinforcing, general support reinforcing (GSR), or the broader term of support with an explanatory directive.

support area - A geographical location where combat service support (CSS) elements perform their CSS mission.

support echelon - 1. Those elements that furnish logistical assistance to combat units. 2. Those units that support the commander's plan of maneuver by fire.

support force - Those forces charged with providing intense direct overwatching fires to the assault and breaching forces.

supporting arms liaison team (SALT) - The naval team that is attached to a forward maneuver battalion responsible for planning, liaison, requesting, coordinating, and controlling naval gunfire or aircraft.

supporting attack - See attack.

supporting distance - Distance between two units that can be traveled in time for one to come to the aid of the other. Also, for small units, the distance between two units that can be covered effectively by their fires.

supporting effort - All tasks that support the main effort. See main effort.

support platoon - Contains all the transportation assets for the battalion task force. Works under the operational control of the task force S4.

suppression - Direct and indirect fires, electronic countermeasures (ECM), or smoke brought to bear on enemy personnel, weapons, or equipment to prevent effective fire on friendly forces.

suppression of enemy air defenses (SEAD) - That activity that neutralizes, destroys, or temporarily degrades enemy air defense systems in a specific area by physical attack and/or electronic

warfare (EW) to enable tactical air operations to be successfully conducted. Joint suppression of enemy air defenses (J-SEAD) is that portion of SEAD which requires joint interaction to suppress enemy surface-to-air defense systems having an influence on the tactical air-land battle area. See suppression.

surprise - To strike the enemy at a time and/or place and in a manner for which he is unprepared. A principle of war.

surveillance - A systematic observation of airspace or surface areas by visual, aural, electronic, photographic, or other means.

survivability operations - The development and construction of protective positions such as earth berms, dug-in positions, overhead protection, and countersurveillance means to reduce the effectiveness of enemy weapon systems.

sustained rate of fire - Actual rate of fire that a weapon can continue to deliver for an indefinite length of time without seriously overheating.

SWO - Staff weather officer - Air Force Officer at the Division G2, and higher levels, that provides weather and light data to an Army tactical unit.

symbol - A sign composed of a diagram, number, abbreviation, color, or combination thereof, which is used to identify and distinguish a particular military unit, activity, or installation.

synchronization - AirLand Battle Tenet. The arrangement or integration of battlefield activities in time, space, and purpose to produce maximum combat power at the decisive point.

synchronization matrix - A matrix used in the mission planning phase where units, key personnel, critical events and/or time, and coordinating actions are matched to mission events.

T

tactical air control center (TACC) - The senior air operations element in the theater TACS. It performs centralized planning, directing, controlling, and coordinating of air operations for the joint force air component commander (JFACC).

tactical air control party (TACP) - The maneuver commander's link for coordination, command and control, and communications into the Air Force TACS. The TACP will request, coordinate, and control, tactical air support for ground forces. TACPs at battalion and brigade will also perform duties as the forward air controller when required.

tactical air control system (TACS) - the base organization for airspace management. The Army aviation command and control (A2C2) system is included in that organization. Air Force TACS is comprised of both control facilities and communications facilities.

It is comprised of the tactical air control center and the battlefield control element.

tactical air lift (intratheater airlift) - The movement of personnel and material by US Air Force (USAF) aircraft which provides air movement and delivery of combat troops and supplies directly into objective areas through airlanding, extraction, air drop, or other delivery techniques; and the use of air transport in direct support of airborne assault, carriage of air transported forces, tactical air supply, evacuation of casualties from forward airfields, and special operations (SO).

tactical air (TACAIR) operations - USAF term for air operations involving the six combat functions of counterair, air interdiction, close air support (CAS), tactical surveillance and reconnaissance (theater/national assets), tactical airlift operations (including air evacuation), and special operations (SO). See air interdiction; allocation (tactical air support resources); apportionment; close air support (CAS); counterair.

tactical air reconnaissance - Air action to acquire intelligence information employing visual observation and/or sensors in air vehicles. See reconnaissance (recon).

tactical air support - tactical air support can be conducted by the Air Force, Marines, and the Navy. Army air support operations are not considered part of the tactical air support system for the Army. Army aviation resources are a part of the ground commander's forces, and are immediately responsive to his needs. Support from other services requires a greater degree of planning and more lead time. They are subject to withdrawal or cancellation on short notice due to factors over which Army commanders have little or no control. Air operations provided by other services are generally referred to as tactical air support. Tactical air support consists of close air support, air reconnaissance, and airlift.

Tactical Army Combat Service Support Computer System - Enhanced (TACCS-E) - Also known as the AN/TYQ-33 (V3) - An IBM based 366 computer ruggedized for military use in a field/combat environment. Issued on the basis of 1 per separate company and 1 per battalion. Files that are a part of the system are listed below.

TACCS Organization Master File (TOMF) - Contains data concerning all the units serviced by the personnel service company. This is a file not normally accessible to the S1.

TACCS Assignment Instruction Files (TAIF) - Contains data on all assigned soldiers, and future assignment of inbound soldiers.

TACCS MOS File (TMOS) - Contains all MOS and secondary skill identifier positions authorized within the battalion.

TACCS Authorized Strength Files (TASF) - Contains all data pertinent to the modified table of organization and equipment.

TACCS Personnel File (TPF) - Maintains all personnel files of soldiers assigned to the battalion. It contains the data necessary to print a DA Form 2A on any soldier assigned.

tactical combat forces - See rear battle response forces.

tactical command post (CP) - The tactical CP is the forward echelon of a headquarters. The tactical CP may consist of G2, G3, fire support, tactical air control party (TACP), air defense artillery (ADA), and combat service support (CSS) liaison (G1, G4) elements. It is located well forward on the battlefield so that the commander is in proximity to subordinate commanders and can directly influence operations. At division, the tactical CP is located within FM radio range of the committed brigades. See command post (CP); main command post (CP); rear command post (CP).

tactical commander's terminal (TCT) - Also known as the AN/TYQ-43 (V). A computer system designed for command, control, communications, and intelligence (C³I). Issued in heavy maneuver battalions on a basis of two per battalion. The system is capable of rapid data burst digital transmissions via multiple means. Capable of transmitting graphics. Uses pre-coded formats for all reports and graphics.

tactical counterintelligence - Actions designed to thwart the enemy's intelligence collection by denying and shielding friendly intentions and actions.

tactical deception - All actions taken to mislead the enemy into actions which are counter to his intentions.

tactical decision-making process - The continuous, military thought process (series of actions) that helps the commander make decisions from receipt of the mission through execution of that mission.

tactical fire direction system (TACFIRE) - The computer located in the field artillery battalion that performs technical and tactical gunnery.

tactical minefield - Minefield whose use attacks enemy maneuver on the battlefield where the enemy is expected to maneuver from march, pre-battle, and attack formations.

tactical operations center (TOC) - The element within the main command post (CP) consisting of those staff activities involved in sustaining current operations and in planning future operations. Staff activities are functionally grouped into elements or cells. See command post (CP).

tactical sustainment - Comprises all combat service support activities planned and provided to support battles and engagements.

tactics - Art by which corps and smaller unit commanders translate potential combat power into the reality of victory. Tactics involves moving forces on the battlefield to gain positional advantage over the enemy and the application of all available fire support means to facilitate and exploit that positional advantage.

tailgate - Resupply technique transporting mines directly from the Class IV/V (mines) supply point to the emplacing platoon on the obstacle group site.

target - 1. A geographical area, complex, or installation planned for capture or destruction by military forces. 2. In intelligence usage, a country, area, installation, agency, or person against which intelligence operations are directed. 3. An area designated and numbered for future firing. Target symbols and the target numbering system are found in FM 6-20. 4. In artillery and naval gunfire support, an impact burst which hits the target.

target acquisition (TA) - The detection, identification, and location of a target in sufficient detail to permit the effective employment of weapons.

target analysis - An examination of potential targets to determine military importance, priority of attack, and weapons required to obtain a desired level of damage or casualties.

target area of interest (TAI) - An area or point along a mobility corridor, the successful interdiction of which will cause the enemy to either abandon a particular course of action or require him to use specialized engineer support to continue.

target array - A graphic representation of enemy forces, personnel, and facilities in a specific situation, accompanied by a target analysis.

target box - Areas designated on identifiable terrain in which enemy targets are expected to appear and against which air support will be employed. See pop-up point (PUP).

target damage assessment (TDA) - See Battle Damage Assessment.

target location error (TLE) - The accuracy required by the detection systems to meet in order for it to meet the criteria of a target.

target selection standard (TSS) - The standards applied in deciding whether a detection is a target or a suspected target.

targeting - A process based on the friendly scheme of maneuver and tactical plan and an assessment of the terrain and threat which identifies those enemy functions, formations, equipment, facilities, and terrain which must be attacked to ensure success. Targeting begins with the commander's maneuver guidance, and continues through the development of a prioritized list of what targets are to be attacked, when they are to be attacked, why they are to be attacked, and what the conditions of success and failure are. This process concludes with the commander's decision on which broad attack option will be used to engage the various targets-maneuver, fire support, or both. See target; target analysis; target array; target box; target list.

targeting team - Informal group of planners made up of S2, S3, FSO, and, possibly, the S3A and ALO.

target list - 1. A tabulation of confirmed or suspected targets maintained by any echelon for information and fire support planning purposes. 2. An appendix to an obstacle annex of an OPORD/OPLAN which lists the obstacles by number, type, location, and executing

unit. It is used for planning and monitoring the execution of the obstacle plan.

target of opportunity - A target which appears during combat and which can be reached by direct or indirect ground fire, naval fire, or aircraft fire, and against which fire has not been scheduled.

target oriented analysis - Analysis of initial aimpoints chosen to determine the capabilities of available weapons for the attack of a confirmed target with appropriate weapon systems that will meet the commander's requirements. See circular error probable (CEP); damage estimation; least separation distance (LSD); target; troop safety.

target overlay - An overlay showing the locations of friendly artillery units, targets, boundaries, and fire support coordination measures. It enables the fire support coordinator (FSCOORD) to view graphically all targets planned in support of the maneuver force and to determine the best fire support agency to engage the listed targets.

target reference point (TRP) - An easily recognizable point on the ground (either natural or manmade) used for identifying enemy targets or controlling fires. TRPs are usually designated by company commanders or platoon leaders for company teams, platoons, sections, or individual weapons. They can also designate the center of an area where the commander plans to distribute or converge the fires rapidly. TRPs are designated by using the standard target symbol and target numbers issued by the fire support team (FIST) or fire support officer (FSO). Once designated, TRPs also constitute indirect fire targets.

target value analysis (TVA) - See target analysis.

task - A clearly defined, measurable activity accomplished by soldiers and organizations. Tasks are specific activities which contribute to the accomplishment of encompassing missions or other requirements. There are three types of tasks: specified, implied, and essential.

specified tasks. Tasks stated in the higher headquarters order or plan.

implied tasks. Tasks not specifically stated in the order or plan that must be accomplished to satisfy the overall mission or to satisfy any of the specified tasks.

essential tasks. Tasks identified from the list of specified and implied tasks that define the success of the mission.

task force (TF) - 1. Based upon mission, a temporary grouping of units under the commander formed to carry out a specific operation or mission, or a semipermanent organization of units under one commander to carry out a continuing specific task. Units may be designated as a TF, regardless of attachments, whenever they are on a semi-independent mission. Brigade and higher units normally are not designated as TFs unless the operation or mission requires joint airborne, amphibious, or other special, semi-independent operations. 2. Based upon organization, a battalion-sized unit of the combat arms consisting of a battalion control headquarters, with at least one of its major subordinate elements (a company), and the attachment of at least one company sized element of another combat or combat support arm. An example is an infantry battalion headquarters; one or more of its organic companies; and the attachment of one or more of the following: a tank company, an armored cavalry troop, or an engineer company. See battalion task force; task organization.

task organization - A temporary grouping of forces to perform a particular mission. Task organization involves the distribution of available assets to subordinate control headquarters by attachment or by placing assets in direct support (DS) or under the operational control of the subordinate.

task support - Support provided by allocating a specific type and amount of a support unit's capability to a supported unit for a certain period of time.

temperature - Degree of hotness or coldness as measured by a thermometer; impacts of temperature are factored in developing enemy and friendly courses of action.

terrain analysis - The process of interpreting a geographic area to determine the effect of the natural and man-made features on military operations.

terrain flight - The tactic of employing helicopters to use the terrain, vegetation, and man-made objects to degrade the enemy's ability to visually, optically, or electronically detect or locate the helicopter. This tactic involves a constant awareness of the capabilities and positions of the enemy weapons and detection means in relation to available masking terrain features and flight routes. Terrain flying involves flight close to the earth's surface and includes the tactical application of low-level, contour, and nap-of-the-earth flight techniques.

Low-level flight. Flight generally carried out above obstacles but at an altitude where detection by an enemy force is avoided or minimized. It is, therefore, at a constant indicated altitude and airspeed.

Contour flight. Flight at low altitude conforming generally to, and in the proximity of, the contours of the earth. It is characterized by varying altitude and airspeed as dictated by vegetation, obstacles, and ambient light.

Nap-of-the-earth flight. Flight at varying airspeeds as close to the earth's surface as vegetation, obstacles, and ambient light will permit, while generally following contours of the earth.

terrain reinforcement - The development of terrain using obstacles to degrade enemy mobility or to enhance friendly survivability through the construction of fighting positions and cover. See countermobility operations; survivability operations.

theater army - The Army component of a US unified command in a theater of operations. An echelons above corps (EAC) organization, it provides combat, combat support (CS), and combat service support (CSS) forces in the theater. It must be tailored for each theater.

theater army replacement operations (TARO) - Both an operation and a functional entity. The TARO operates in the theater rear area and in-processes and assigns new replacements into the theater. Serves as the senior in-theater headquarters for all replacement operations.

thermal radiation - The heat and light produced by a nuclear explosion. See flashblindness (dazzle).

thickening - The reinforcing of units in the conduct of a defense to concentrate forces to attain a desired combat ratio. In the thickening of main battle area (MBA) units, reinforcing elements may come from the covering force reserve units or laterally from other forces in the MBA. Thickening may also include the adjusting of boundaries in order to concentrate more forces in a smaller area.

throughput distribution - A term used to describe the shipment from the points of origin as far forward as possible, bypassing intermediate supply activities.

time hack - A method used to open a net.

time phase line (TPL) - A graphic representation of a periodic snapshot of the enemy front line trace.

time of attack - The hour at which the attack is to be launched. If a line of departure (LD) is prescribed, it is the hour at which the line is to be crossed by the leading elements of the attack.

time on target (TOT) - 1. The method of firing on a target in which various artillery units, mortars, and/or naval gunfire support ships fire their initial rounds to strike the target simultaneously at the time required. 2. The time at which aircraft are scheduled to attack/photograph the target. 3. The actual time at which aircraft attack/photograph the target. 4. The time at which a nuclear detonation is planned at a specified desired ground zero (DGZ).

topographical crest - Highest point of a hill, ridge, or mountain. See military crest.

trafficability - Capability or extent to which the terrain will bear traffic or permit continued movement of a force.

traffic control point (TCP) - A place at which traffic is controlled either by military police or by mechanical means.

TRANSEC variable - Electronic control data that must be in receiver/transmitter for FH operation. All receiver/transmitter in the same net must contain the same TRANSEC variable.

traveling - See movement technique.

traveling overwatch - See movement technique.

tray rations (T-Rations) - A fully cooked ration that is heated by immersing it in hot water from 15 to 45 minutes, depending on the contents.

troop leading procedures (TLP) - A mission-oriented, time management tool for analyzing a mission.

troop safety - Limiting requirements which are used in the calculation of minimum safe distance (MSD) imposed to protect friendly troops. It is included in commander's guidance and is divided into three degrees of risk: negligible; moderate; and emergency. Degree of risk is used to express personnel vulnerability as unwarned, exposed personnel; warned, exposed

personnel; and warned, protected personnel. See minimum safe distance (MSD); moderate risk (nuclear); negligible risk (nuclear); radius of vulnerability (RV); target oriented analysis.

true azimuth - See azimuth.

turn effect - See obstacle effect.

turning movement - A variation of an envelopment in which the attacking force passes around or over the enemy's principal defensive positions to secure objectives that are deep in the enemy's rear. In doing so, it forces the enemy to abandon his positions, to divert major forces to meet the threat, and to fight in two directions simultaneously. See envelopment; double envelopment; single envelopment.

turret-down - vehicle is in turret-down position when the entire vehicle is behind cover, but the commander can still observe to the front from the turret hatch or cupola. See hide; hull-down.

U

uncommitted force - A force that is not in contact with an enemy and is not already deployed on a specific mission or course of action.

unconventional warfare (UW) - A broad spectrum of military and paramilitary operations conducted in enemy-held, enemy-controlled, or politically sensitive territory. UW includes guerrilla warfare, evasion and escape (E&E), subversion, sabotage, direct action missions, and other operations of a low visibility, covert or clandestine nature. These interrelated aspects of UW may be prosecuted singly or collectively by predominantly indigenous personnel, usually supported and directed in varying degrees by an external source during all conditions of war or peace.

unified command - A command with a broad continuing mission under a single commander and composed of significant assigned components of two or more Services. A unified command is established and so designated by the President, through the Secretary of Defense (SECDEF), with the advice and assistance of the Joint Chiefs of Staff (JCS), or, when so authorized by the JCS, by a commander of an existing unified command established by the President.

uniform code of military justice (UCMJ) - The basis for all military law. It applies to all military services and the United States Coast Guard. It determines what constitutes criminal

conduct, establishes the various courts, and sets forth procedure in the administration of justice. It may be found in Title 10, United States Code 801-940, and in Appendix 2 of the Manual for Courts Martial (MCM). Violations of the UCMJ are considered violations of federal law.

unit - 1. Any military element whose structure is prescribed by competent authority, such as a TOE; specifically, part of an organization. 2. An organization title of a subdivision of a group in a task force (TF). 3. A standard of basic quantity into which an item of supply is divided, issued, or used. In this meaning, also called "unit of issue." See organization.

unit distribution - A method of distributing supplies by which the receiving unit is issued supplies in its own area with transportation furnished by the issuing agency.

unit maintenance - That maintenance that is performed by the operator, crew, and company team or battalion task force organizational maintenance personnel.

unit maintenance collection point (UCMP) - A predetermined location where a unit conducts organizational maintenance.

unit support - Support furnished to a designated unit or group of units.

unit trains - Combat service support (CSS) personnel and equipment organic or attached to a force that provides supply, evacuation, and maintenance services. Unit trains, whether or not echeloned, are under unit control and no portion of them is released to the control of a higher headquarters. Trains are normally echeloned into combat and field trains. See combat trains; field trains.

unity of command - A principle of war. Directing and coordinating the action of all forces toward a common goal or objective.

unobserved fire - Fire for which the points of impact or burst are not observed.

up - A correction used by an observer or a spotter to indicate that an increase in height of burst (HOB) is desired.

vee - An arrangement of vehicles or personnel that may be used when the enemy situation is vague and the leader requires firepower to the front and flanks. See wedge.

vertical envelopment - A tactical maneuver in which troops, either airdropped or airlanded, attack the rear and flanks of a force, in effect cutting off or encircling the force. See envelopment; double envelopment; single envelopment; turning movement.

visibility - degree of clearness of the atmosphere; distance at which the unaided eye or target acquisition system can see a target.

wargaming - Method used by staffs during course of action analysis to visualize the flow of battle and synchronize combat power.

warning order (WARNORD) - A preliminary notice of an action or order that is to follow. Usually issued as a brief oral or written message, it is designed to give subordinates time to make necessary plans and preparations.

weapon control status - See air defense weapon control status.

weapon engagement zone (WEZ) - A volume of defined airspace within which a specific type of air defense weapon is preferred for use in an engagement. Commonly used WEZs include the following:

 -- fighter engagement zone (FEZ) is established in an area where no effective surface-to-air capability is employed.

 -- missile engagement zone (MEZ). A MEZ defines the volume of airspace within which missiles can conduct engagements without specific direction from the authority establishing the weapons engagement zone.

 -- low-altitude air defense engagement zone (LAADEZ) is an area of LAAD deployment that may fall within a MEZ. It is also possible that some areas may be solely defended by LAAD assets. (JCS publications still use the terms SHORAD and SHORADEZ).

 -- joint engagement zone (JEZ) is a concept under study. In a JEZ, air defense forces from two or more components (one airborne and one surface-based) operate together in the same volume of airspace.

weapons alert designators (WADs) - A progressive system of alert procedures used by an ADA commander to specify the percentage of

ADA firing units within parent organizations to be at a given state of readiness.

weapons free - See air defense weapon control status.

weapons free zone (WFZ) - A zone established for the protection of key assets of facilities, other than air bases. ADA systems within a WFZ are normally in a weapons control status of FREE. Aircraft must avoid WFZs, or coordinate with the designated control authority (normally the establishing headquarters).

weapons hold - See air defense weapon control status.

weapon signature - Any smoke, vapor trail, noise, heat, flash, tracer, or flight characteristic that denotes a specific weapon system. See signature.

weapons locating radar (WLR) - A radar that is used to locate mortar, cannon and rocket targets.

weapons system manager (WSM) - The person in overall charge of weapons system tracking and replacement operations. This person at battalion and brigade level is normally the battalion executive officer, assisted by the S1 and S4.

weapon system replacement operations (WRSO) - Replacement system designed to fully man, equip, and arm combat critical weapon systems and vehicles.

weapons tight - See air defense weapons control status.

weather - Condition of the atmosphere with respect to temperature, precipitation, wind, humidity, and visibility.

wedge - A formation of vehicles or personnel that (1) permits excellent fire to the front and good fire to each flank; (2) facilitates control; (3) permits sustained effort and provides flank security; (4) lends itself readily to fire and movement; (5) is often used when the enemy situation is vague and contact is imminent. See vee.

weighting - Those actions taken by a commander to increase the capabilities of a unit (such as allocating additional forces, allocating priorities of fire, or reducing the size of the unit's area of responsibility).

white phosphorus (WP) - WP is a projectile that emits intense heat and dense smoke. WP is used as an obscurant or can be used in the attack of material targets such as POL points or logistics site.

wholesale echelon - The continental US (CONUS) sustainment base. Consists of those agencies responsible for procurement and distribution of material for the Army in the field.

wide area network (WAN) - A network that supports more than one functional area or organization.

wing operation center (WOC) - The operations center of a tactical fighter wing.

withdrawal - A retrograde operation in which a force in contact with the enemy frees itself for a new mission. See delaying operation; disengagement; retirement; retrograde.

wounded in action (WIA) - A soldier who was wounded or injured as a direct result of enemy action. A soldier who is injured or wounded not as a result of enemy action is known as a non-battle casualty.

Z

zeroize all - Operating procedure performed to clear all preset SC and FH data from receiver/transmitter memories; also clears TSK.

zone of action - A tactical subdivision of a larger area, the responsibility for which is assigned to a tactical unit; generally applied to offensive action. See sector.

zone reconnaissance - A directed effort to obtain detailed information concerning all routes, obstacles (to include chemical or radiological contamination), terrain, and enemy forces within a zone defined by boundaries. A zone reconnaissance normally is assigned when the enemy situation is vague or when information concerning cross-country traffic ability is desired. See area reconnaissance; route reconnaissance.